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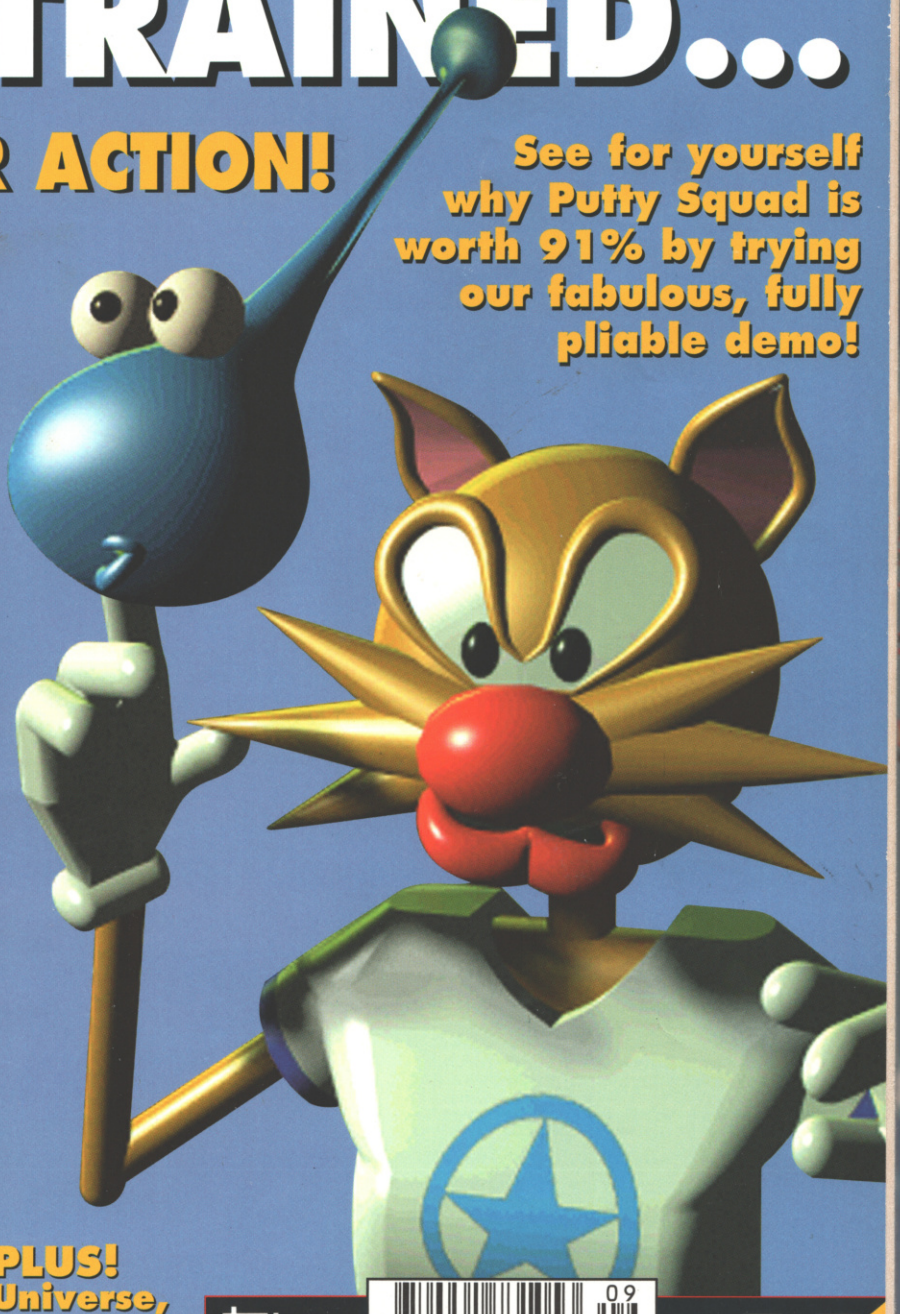

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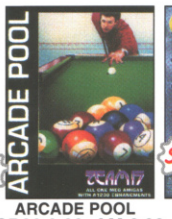

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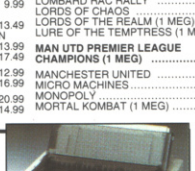

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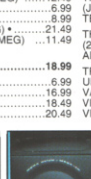

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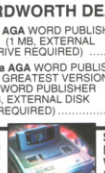

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Cary Court, Somerton, Somerset
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Never trust Northerners or Scandinavians.

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10 TRUE STORIES
Complete with previews, charts and moralistic raging at the non-appearance of *Super Stardust*. Grrrr.

22 BLUE-REMEMBERED HILLS
It's a feeble attempt to appease the lawyers, apparently.

26 READERS OF THE WORLD UNITE!
And vote in your 100 favourite games for the first time (since the last time).

28 WIN A BAG OF CRISPS
Sorry. That should read 'Win a CD drive for your A1200.' And a copy of *Super Stardust* as well. Courtesy of Team 17. Once they've finished the game, of course. Grrrr.

30 EVERYBODY GOES SURFING, SURFING USA
Where 'USA' is an integer between 1 and x. Or are we lying? Or are we lying now?

56 SUBSCRIBE!
Because we command it.

62 COMPLETE CONTROL
Stuck in a game? Ask Rich Pelley! And he might conceivably answer you.

72 BACK ISSUES/MAIL ORDER
Read all the order numbers backwards for a secret message.

80 HI HO SILVER LINING
More chances for us to say that the CD32 version's the same as the Amiga one. Only more expensive. *(Cynic. – Ed)*

85 PUBLIC DOMAIN
In which Dave Golder tidies up his affairs before being executed by rusty harpoon for daring to defy us.

88 DO THE WRITE THING
You write, and we read. Then we write back, and you read that. With hilarious consequences.

91 THE BOTTOM LINE
A list of every Amiga game EVER except most of them.

96 THE SECRET GARDEN
Just the place to go for top reader ad action. We think you'll find.

98 THE SCHOOLBOY SPOILSPORT!
With Wiggins of Old House foiled and Madeleine forewarned, Tom arrives at the match just in time. *(Now read on.)*

WELCOME TO AMIGA

Hello. Here at AMIGA POWER, people often ask us: "Why do you keep giving platform games low marks? Don't you like them or something? Or what?" And the answer to that is simple: *Putty Squad*. It's a platform game, but one that's full of fresh ideas, that's fun to play, that

GAMES OF THE

PUTTY SQUAD

Play our coverdisk demo. Then read our review. And see if you agree with us. It's the AMIGA POWER complete interactive multimedia reviewing experience. Yes indeed.

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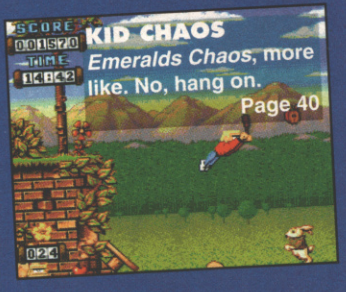

KID CHAOS

Emeralds Chaos, more like. No, hang on.

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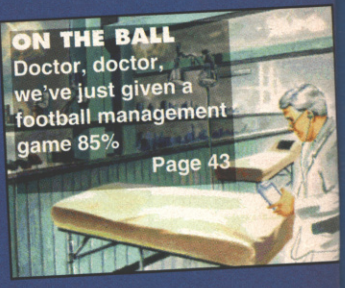

ON THE BALL

Doctor, doctor, we've just given a football management game 85%

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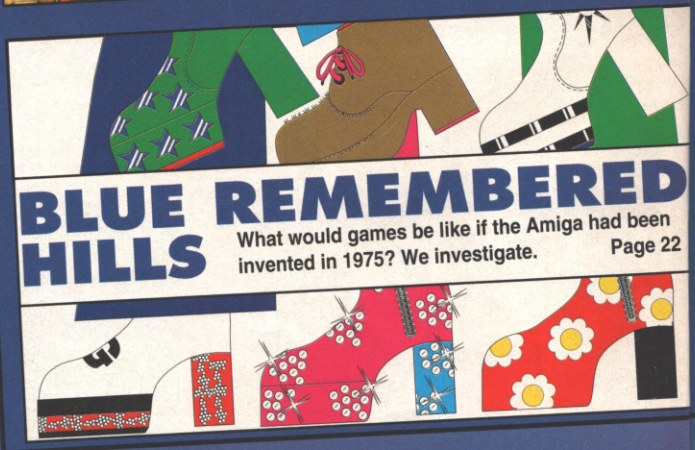


BLUE REMEMBERED HILLS

What would games be like if the Amiga had been invented in 1975? We investigate.

Page 22

JONATHAN WOULD JUST LIKE TO SAY: "Nngh."

JONATHAN NASH WOULD JUST LIKE TO SAY: "WHY IS 'ANNUAL' SPELLED WRONG?!"

CAM WOULD JUST LIKE TO SAY: " 'Beer and baked beans make gases in your tummy,' said Dr Dog."

SUE WOULD JUST LIKE TO SAY: "Pppt."

STEVE F WOULD JUST LIKE TO SAY: "Wakefield? Never heard of

OVER 122

AND YOU'LL HAVE BROKEN THE RECORD FOR OLDEST PERSON EVER

GAWER

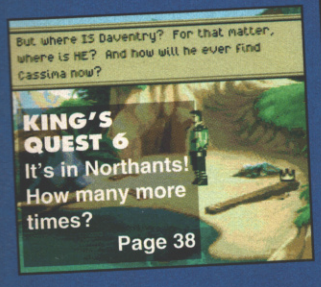
deserves to be loved. Play our demo, try the real thing, and then think carefully as you votes in this year's Readers' All-Time Top 100. Hmm?

Jonathan Davies, Editor

HMONTH

UNIVERSE
Great name. But great game? Read on.
Page 46

WORLD CUP USA '94
Great name. But Great Dane? We find out.
Page 50



KING'S QUEST 6
It's in Northants! How many more times?
Page 38

WIN!

A CD DRIVE FOR YOUR AMIGA 1200!

Yes. Send us the most horrible CD from your collection and we'll send you a brand new CD drive. (If you win.)

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GAMES REVIEWED THIS ISSUE

SEPTEMBER 1994

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SARAH WOULD JUST LIKE TO SAY: 'Oh, God. I don't know.'

heard of STEVE M WOULD JUST LIKE TO SAY: "So long, and thanks for all the disks."

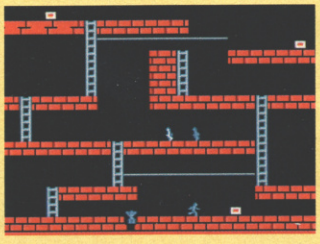
This month's disks are the keys to a whole new world. Simply walk up to a scientist prominent in the field of parallel dimension gateways, frown, and say, "Sign this letter authorising me to teleport to Alternative 604, or I shall strike you repeatedly with these hard squares of plastic."

disk 41

INTRODUCING DISK 41

Putty Squad **is, quite simply, the best platform game we've played for months, and utterly refutes any suggestion that there's no life left in the genre, and anyone who write one whould be instaltly buried alive under 100,000 unsold copies of their own game. But why not find out for yourself with our brilliant 8-level demo?**

See for yourself why we gave *Empire Soccer* 90% last month with our exclusive demo. And then stop buying rubbish football games by mistake.

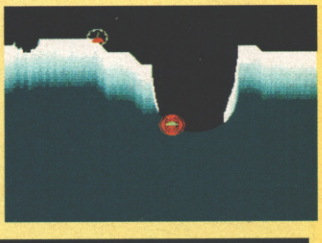


MINE RUNNER

It's exactly what it sounds like! There are some mines, and you run in them. And, in fact, it's just like *Lode Runner*.

SCORCHED TANKS

It's exactly what it sounds like! A version of that old 'tanks' game, scorched a bit.



GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 41, Discopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we'll pass your name on to the creepy bloke from down the road who, we suspect, has Hamble in his attic.

disk 41

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

  AMIGA POWER Disk 41 Returns
  DisCopy Labs
  PO Box 21
  Daventry
  NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.

The opposition always laughed at 'Hoppy' Branscombe to begin with. But their smiles soon turned to looks of astonishment.

EMPIRE SOCCER

Author: Graftgold

We got a bit panicked in the AP office when we found out that the disk demo of *Empire Soccer* had been promised to 'another party'. We cried, we wailed and we gnashed our teeth because we thought that you, our respected readers, were missing out on such a great game – a game that we rated an astonishingly high 90 percent in the last issue. Fiercely we swooped on Empire and made unpleasant noises in the backs of our throats. But our righteous anger was assuaged when the terrified publishers whimpered that the 'other party' had been given a rushed-out early pre-prod version of the game, and that we could actually have a 'tweaked' version of the complete, fully implemented and totally finished version game. Conclusive proof that everything comes to he who waits. Hee hee. And, indeed, ha ha and ho ho.

The 'tweak' takes the form of a timer: after a tantalising 90 seconds the game finishes, having given you just enough time to have a good play, get mightily impressed and yearn for more. This of course is a deliberate ploy by Empire to get you to run out and buy the game, but in this case we heartily endorse this act of shameless commercialism. Except Jonathan Nash, but he obviously doesn't count.

Dangerous sports

Rather than going for a typical football sim which would never have been as good as *Sensible Soccer* anyway, Graftgold have

PUTTY SQUAD

Author: System 3

A1200

Six complete levels plus two secret levels adds up to an awfully large demo, but there again, the complete game's hoofingly huge anyway. All hail AMIGA POWER!!! All thanks to System 3!!! Now, there are two ways you can go about this – you can either flick to page 38 and read Cam's glowing review of the game, or you can play it right now and then read the review, well-prepared to agree with Cam's conclusions. Either way, it's one of the finest games we've seen all year.

You control Putty in his quest to rescue red MIA puttys that have been captured in the war against Napalm the cat. This one blob Rambo-esque mission is aided by four entirely different things:

1 You are a piece of putty

Try pressing Right and Fire together and watch Putty streeeeetch across the level. Press Down while near an object and watch him melt into the floor and absorb it into his body. Press Down and Fire and watch him slurp through the floor. It may not impress the girlies, but being a tactile piece of goo does have its advantages.

2 You're friends with Dweezil (almost)

Putty's arch-enemy of the first game is now on his side, although no one's very happy about it. The next best thing to a spring is Dweezil's bod, so if you lure him to you with the cat food and then punch him, you can trampoline on his stomach to bounce up to higher levels. If you don't punch him, he'll smack you and leave a

SCORCHED TANKS

Author: Michael Welch

programmed a furious arcade version of this much loved sport, and it's not without good reason that we've dubbed it 'Speedball 2 In Shorts'. The controls are all very straightforward and context sensitive, so Fire means either pass or tackle depending on whether you've got the ball or not. Aftertouch is also available, so if you waggle the joystick after you've kicked, it'll swerve the ball.

Then there are the completely-unrealistic-and-bonkers-but-nevertheless-extremely-exciting special power-ups for that extra *Speedball 2* feel. Whenever the SP flashes at your end of the timer bar, it means that the next player to hit the ball will execute the move of your choice. Actually, execute's a fitting term, since special moves such as Power Drive and Super Barge can render anything up to four of the opposing players unconscious, and that's without incurring a penalty. Violence in sports sims is surely something to be encouraged. Well, isn't it? *(I agree. – Andrés Escobar)*

Oddly, despite the the game stating boldly that it caters for 512K owners, you may have a bit of trouble getting it to work on such a humble machine. Still, eh? *Scorched Tanks* is top ballistic fun for anything up to four players – and that's got to be good news for the modern fan of explosive projectiles. We've seen many of these 'shoot the tank at the other side of the hill' type games over the years, but this one's got more fiddly bits, add-ons and features than all of them put together.

For an easy life one-player game, make yourself player one by selecting the human icon, set the money to maximum, and then set the other three players to the microchip icon, and turn their intelligence down. This puts you in a great position to buy loads of cool weapons to lob at stupid enemies, but the real challange comes playing against your friends.

The shop's divided up into shields and weapons, so buy some shields first, and then click on the 'Initial Shield' box for your first choice. Some shields take hits while others repel shots, so try one of each. The weapons have different and quite spectacular effects, all with hilarious consequences, so be sure to try everything. (Useful ones to start with are nukes, cascades, weasels and piledrivers.)

For protection, buy about six parachutes to protect your tank from crashing into a crater, a Move Tank just in case someone zeroes in on you, and maybe a Plasconverter that turns all the ground near impact into rubber. You're now ready to kill kill kill!

Incoming!

Power and angle can be changed either by clicking on the arrows, or clicking on the number and then moving the bars about. You fire whatever's highlighted, and have to keep an eye on the shield power and armour which tick down on the right, but you can change your shields around by clicking on Shields (quite unsurprisingly) before you select a weapon. If the armour gets to zero, that's it. Bang.

We love this game, we really do. All of us. Except Dave, who said, "What's the point in another version which adds so little to the genre?" – a fatal lapse of judgment that has resulted in his instant dismissal. 'Bye Dave.

bomb, which could be helpful.

3 You can pick things up

Go to an object and melt into the floor, and it'll be absorbed by Putty. If it's food then his energy lights will go green, but if it's Nitro, a spring, catfood, or a rocket-firing imp, then it'll appear in the box at the top. To toggle through these, press Down and then Left or Right, and to release or use an object, press Fire and it will appear on screen.

4 Stars are good things

Pick up stars to increase Putty's punching power, and bear in mind that every time you get hit, you lose a star as well as a life point. Oh, and while you're doing all this, look out for secret doors, pick up the shields and glasses and the like, find the red Putties, absorb them all and then escape to the next level through the door. Enjoy, eh?

MINE RUNNER

Authors: Matthias Bock, Andreas Scholl

Graphics vs Playability – that old political hot potato. Give this one a blast though, and everything becomes clear – a great game's a great game, and if it's got good graphics then all the better.

This one hasn't (got particularly stunning graphics that is) but it's more than compensated by all the levels (150 at least) and furiously addictive gameplay of that old chestnut *Lode Runner*. Geriatric video games, there's really nothing like them.

You control a little man who's trapped in a mine with a gang of people intent on killing him. All this is slightly understandable if you bear in mind that there are heaps of gold bars lying around, and if you manage to gather them all then you can escape off the top of the screen. I mean, if you had a mine full of bullion, you'd be precious about it too, wouldn't you? *(I agree. – Andrés Escobar)*

Contact with any of the baddies means instant death, but in your defence you do have a shovel. Normal people would club their attackers until their heads burst open, but for reasons never fully explained (which happens a lot in video games, doesn't it?) he digs holes and lets the attackers fall into them. You can then run over their heads, and if the hole heals up in a disturbingly organic manner while the baddy's still struggling to escape, then he's toast. Loads of fun, loads of levels and more horrifying deaths than you can shake the official AMIGA POWER shaking-stick at. Hooray!

Access Show Features

Theatres

Coin-ops

Games Arcade

The Next Generation

CD-ROM Today

The Next Generation arrives...

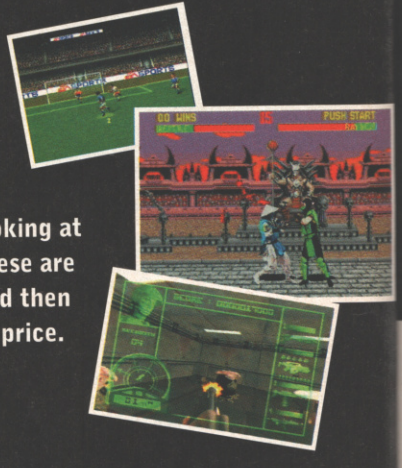
Earls Court 2, London 26th-30th October

Games Theatre

Britain's best-selling games mags come to life with exclusive demos, previews and interviews, all in a special games theatre. Xmas block-busters, new machines and the world's best games designers – all on show here!

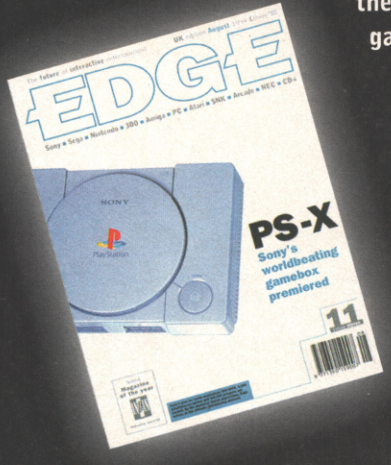
Coin-ops

Your chance to play the very latest coin-ops and virtual reality machines from Japan & America. If there's an arcade machine you want to see, it'll be at The Future Entertainment Show.



Games Arcade

Get your hands on all the big autumn games before anyone else. We don't mean simply looking at them behind a glass screen – these are games you'll be able to play and then buy at a great price.



The Next Generation

Only at The Future Entertainment Show will you be able to see the next generation of videogames technology put through its paces. Edge magazine will be hosting a special area offering you the chance to get up close to the very latest gameboxes from Japan.

The Future Entertainment Show

Earls Court 2
26th – 30th October 1994

CD–Rom ● Amiga ● Mac ● PC ● CD–i ● Consoles

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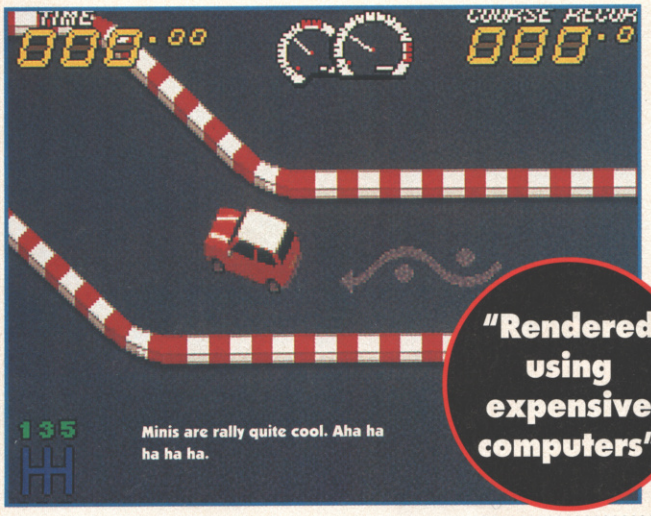
The Future Entertainment Show, PO Box 9, Dunoon, Argyll PA23 8QQ AP 09

TRUE STORIES

While the tabloid newspapers have been suffering the 'silly season' of no news stories, here on AMIGA POWER we've been inundated. No, really.

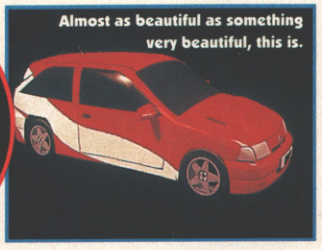


"Rendered using expensive computers"

RALLY ROUND

If you've ever managed to resist that overpowering urge to switch off BBC2's Top Gear as soon as the tedious rally report comes on, you'll know that rallying has the potential to be quite an exciting sport.

And yet, it's one that has largely passed the Amiga by, the only rally games we can think of, *Toyota Celica GT Rally* and *Lombard RAC Rally*, not actually being very good. Spotting this tempting niche, US Gold have announced *Powerdrive*, an arcade-style rally game using an odd isometric view that should be in the shops by the end of November. It's got six different cars to


Almost as beautiful as something very beautiful, this is.

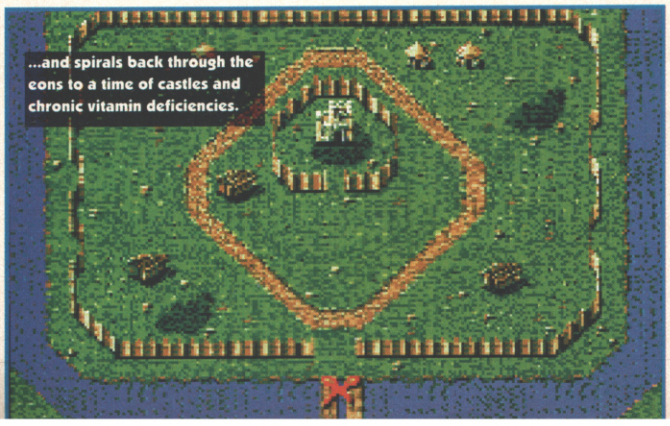
IT'S TIME!

The xenophobic action starts in the Middle East in the modern day...

Yes, time travelling is the twist in *Cannon Fodder 2.*

It was exclusively revealed to AMIGA POWER earlier this week that Sensible Software are set to join the hallowed ranks of Jules Verne, James Cameron, Terry Nation and Robert Zemeckis as they prepare to 'do a Marty McFly' and send the entire cast of *Cannon Fodder 2* on a quest to get back... to the future.

It seems that not being content with snuffing out human life in the 20th Century, those kooky geezers at Sensible have decided to prowl the highways and byways of the fourth dimension, putting the brakes on famous people from the past. Why your team of merry men have to do this isn't yet clear, and the implications on future events of


...and spirals back through the cons to a time of castles and chronic vitamin deficiencies.

That's a helicopter and this is the modern setting. Obviously.

drive, which have been accurately rendered using expensive computers, and the idea is to capture the handling of real rally cars as closely as possible while still producing a playable action game.

Next month in AMIGA POWER: a proper preview of *Powerdrive*. Plus! We (well, JD anyway) go rally driving for real, to find out just how authentic *Powerdrive* actually is.

WON'T ANYONE START ME AT £3.50?

Commodore are still no nearer to finding a remedy for their desperate financial situation, although they've nevertheless got plenty of new hardware in the pipeline for Christmas.

Since the company's US arm ceased trading nearly three months ago, there seems to have been little progress in agreeing a deal with any potential buyer. The latest development has come from the UK management team, headed by the familiar figure of 'Donald' Pleasance. He has thrown his weight behind a management buy-out that would see Commodore UK running the entire CBM business empire.

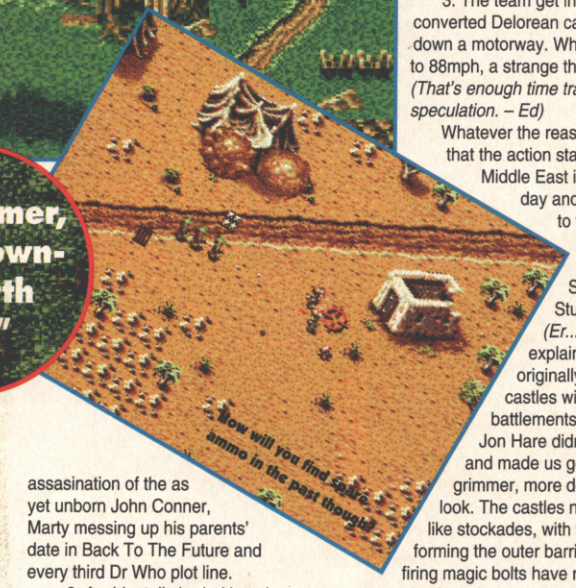
Meanwhile, strong rumours abound that Commodore have finished two new pieces of hardware which, financial circumstances notwithstanding, could be on the shelves of your local store by Christmas.

One is a new machine, possibly called the A1800, which would see an A1200 harnessed to an integral CD-ROM drive and probably retailing for around £399.

The other new piece of kit is even more of a surprise. It's a card for PC compatibles that would allow PCs to run all Amiga software. The card would simply plug into an expansion slot on a PC.

Commodore's UK marketing manager, Jonathan Anderson, has so far refused to comment on the existence of these products. However in a recent interview he said that Amiga owners should be 'prepared for a few surprises' if they attend Commodore's claustrophobically-titled European World of Amiga show in November. Keep 'em peeled.

Is this the shape of the future?



"A grimmer, more down-to-earth look"

massacring our ancestors haven't been explained to us, but eager as ever to speculate wildly and fill up column inches with bizarre and improbable theories, we believe the story could be one of the following:

1. An evil generic madman has stolen a time machine and is trying to destroy the present by altering the past. Defending him is his army of genetically enhanced clone warriors who, since they've been grown in test tubes, aren't part of the past and are therefore eligible for wholesale slaughter by your team. Precedents: the Terminator's attempted assasination of the as yet unborn John Conner, Marty messing up his parents' date in Back To The Future and every third Dr Who plot line.

2. Accidentally hurled into the past, your warriors must battle to find a mysterious 'vortex' that can return them to their own time. Baffled by their strange mode of dress and apparently magic abilities to kill people from afar, the locals denounce them as the 'tiny minions of the Horned One' and try to kill them. The body count from then on can be seen purely as self defence. Precedents: Ash's adventures in Evil Dead 3, Marty meeting up with the Prof in Back To The Future and every third Dr Who plot line.

3. The team get in a specially-converted Delorean car and hurtle down a motorway. When they get to 88mph, a strange thing happens... *(That's enough time travel speculation. – Ed)*

Whatever the reasons, we know that the action starts out in the Middle East in the modern day and then switches to the mediaeval setting you see here. Sensible's Stuart Campbell *(Er... Naaah. – Ed)* explains all. "We originally had fairy tale castles with pointy battlements and stuff, but Jon Hare didn't like them and made us go for a grimmer, more down-to-earth look. The castles now look more like stockades, with wooden walls forming the outer barriers. Wizards firing magic bolts have replaced the rocket launchers, and witches are standing in for the helicopters, so it'll still be tough facing the slings and arrows of outrageous fortune."

The action jumps to the roaring 1930s later on, so expect plenty of sleek limos and Tommy-gun toting gangsters in the next issue. The original *Cannon Fodder* featured four different terrains, which leaves just one time zone that's yet to be revealed.

So what's it going to be? We rather fancy either Roman or Aztec levels because of the fascinating architectural possibilities, or maybe a WW1 level for the horror of shell-strewn trench systems, but who knows? Apart from Sensible that is, and they're keeping schtumm.

AMIGA POWER PREVIEW

LITIL DIVIL

It feels like we've been waiting forever.

Runs on: CD32
Publisher: Gremlin
Authors: Gremlin Ireland
ETA: Early September

This is a grab. Of the game. Yes.

Where'd he go? Where'd he go?

Gremlin were originally going to release *Litil Divil* on the ordinary Amiga. But it quickly became apparent that it would fill up at least 16 disks, ousting *Beneath a Steel Sky* from the Guinness Book of Records and causing possibly irreparable damage to retail display units across the nation. This was clearly a job for... (toot toot toot tooot...) the CD32.

The star of the game is called Mutt, and looks more like a Tasmanian Devil than a real one. There's a plot, too, which I think I'll save in case the review needs fleshing out, but basically he's got to run around a series of mazes, occasionally going into rooms where he'll have to tackle a variety of challenges.

This gives the game a two-tiered effect. The mazes are constructed from tunnels that scroll smoothly towards you, with bags of gold (to buy things in shops) and food dotted about along with hazards which you'll need to hop over.

And then, every so often, you'll come across a door.

Zoinks! - Spiders (gulp).

Go through it and you'll be faced with a challenge of some sort – hopping across a series of unreliable stepping stones, for example, or killing a huge spider.

Some of them are pure tests of reaction, while others will need you to have found the appropriate object from elsewhere in the game. The spider, for instance, wants to be squirted with insect repellant.

On completing a challenge you may well be given another object that'll come in handy later on.

As you might imagine, *Litil Divil* is being billed as 'an interactive cartoon', and it's certainly one of the nicer-looking ones we've come across. The scenery could almost be from a Disney film if you squint. There's also a great classically-type soundtrack.

And yet, our fellow magazine PC Gamer gave *Litil Divil* 43% when they reviewed it earlier this year, scoffing at its lack of interactivity and even cruelly comparing it to *Dragon's Lair*.

But the graphics have all been redrawn for the CD32 to take advantage of the machine's higher resolution, and the tunnel sections now spin around so you don't find yourself walking backwards out of the screen. And, although I only played it briefly, it did look very lovely.

Litil Divil will undergo the utterly thorough (and occasionally brutal) AMIGA POWER reviewing process next month. Probably.

● ***JONATHAN DAVIES***

"Hazards which you'll need to hop over"

Someone's itching for a fight. That's big.

Down in the dungeon something munches.

IF WE MIGHT BE SO BALD

Just when you thought all possible variations on the god sim had been tried several times over, Mindscape are about to pull another one out of their hat. And the twist this time is that all the characters in it... are bald.

Baldy, as it's to be called, is being put together by Creative Edge, the people behind *Euro Soccer* (although they stress that all happened a long time ago), and the company's Dave Whiteman told us what it's all about.

"*Baldy*. Yes. It's a kind of cutesy, wargamey, thinky, strategic, arcadey thing," he explained, after some thought. "During the one-and-a-half years we've had it in development, people have compared it to all sorts of different games – *Populous, Powermonger, Lemmings* even. It's probably closest to *Mega-lo-Mania*, although we're making it much more accessible and the 'inventions' system won't be half as complicated."

A thousand follicly-challenged people all at once? Wow.

Anything we should watch out for in particular?

"It'll be fast, not batting an eyelid even if there are 1000 Baldies on the screen (which won't happen very often). There'll be up to three opposing tribes of Baldies to fight against, one of which can be controlled by another player over a serial link if you like. And we've commissioned an animated introduction which is digitised from little characters made out of Fimo modelling clay. It'll be great, just you see."

We'll try and do a proper preview of *Baldy* very soon, but meanwhile here are some early pictures to look at.

I think I'm going to have nightmares about this.

THE DREAM BECOMES A REALITY

What an irredeemably poor headline. Especially when you realise that it refers to *Dream Web*'s long-awaited appearance for review next month. We originally previewed *Dream Web* way, way back in last November's AP, and it's taken all this time to be finished, something Empire put down to "perfectionism". To recap, it's a seedy, sex-and-violence-ridden arcade adventure with a top-down view not entirely dissimilar to *Empire Soccer*'s. And Steve McGill enthused about it greatly in his preview, which generally bodes well.

Tremble in unequivocal panic at the approach of the thundering hoofbeats of... KANGAROO COURT

NO.4 DRIVE BLIND

THE CRIME: Non-recognition of additional external disk drives in a multi-disk game requiring extensive disk swapping.

THE CASE FOR THE PROSECUTION: Now this really is inexcusable. 'Support the Amiga!', cry software developers and publishers alike. 'Invest in the future of your machine! Don't pirate software! Buy originals and enable us to afford to make the games you want and deserve! Upgrade your equipment to let us cater for the most powerful configuration, and allow the Amiga to compete with PCs and high-spec consoles!'" And, obediently, you do.

You get a memory expansion so that no-one has to worry about cramming their games into 512K. You get an expensive monitor so that you can really appreciate their astonishing use of 256 colours, and a pair of stupid-looking clunky speakers so that the subtleties of stereo sound are no longer lost on you. And you buy a second disk drive so that they can spread their games lavishly across several disks without making you shuffle them around like a pack of cards every time you get to a different kind of enemy. And then it all goes horribly wrong.

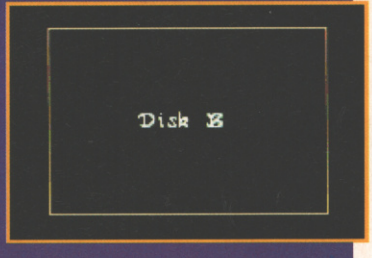
You reach Level Two. The internal drive whirrs reassuringly. Then stops. The screen goes black. You can see it coming, but you don't want to believe it. It happens anyway. 'Insert Disk Two in drive and press Fire.' Bastards.

What kind of half-arsed dismaltry is this? How lazy and crap do you have to be to simply not bother with such elementary customer care? We don't know, but we do know one thing – you have to be somebody who never actually plays computer games, or you'd know how intensely annoying it is. How completely it destroys the atmosphere of the game (when we're playing a game we don't even want to know there's a computer *involved*, far less manually service the bloody thing), and how much of a mockery it makes of the hard-earned cash you invested in your machine's future (remember?) when you forked out for your external drive(s).

And frankly, in our opinion, if you never actually play computer games and you're writing them for a living, you're in the wrong job. Do us all a favour – just sod off and go work for a building society or bank or something, eh?

The penalty:

First offence 7-20% off
Second offence 15-35% off
Third offence Underwater spear-gun execution by scuba-diving firing squad with rusty harpoons, deliberately shooting to maim and cause a slow death through bleeding.



***Ishar 3:* It's there! Look! It's in my brand new external drive that I just spent the best part of £60 on! What are you, stupid or something? Or what?**

ONE STEVE DOWN

Unbelievably, for the first time in its turbulent history, AMIGA POWER has no full-time representatives from Scotland on its staff. This is due firstly to Steve McGill's sudden departure this month, and secondly, of course, to... to... er... Anyway, Steve's moved next door to work for our neighbours on Amiga Format, and now sits all day amid piles of video digitisers, hand scanners and 68030 accelerator cards. That means we're going to have to find someone else to review all the football games and RPGs. Although it also means no more two-page monologues on plugging CD32 controllers into the Amiga, and no more references to *that* wretched football team. Steve left with the words: "So long, and thanks for all the disks." We shall miss him.

But our loss is also our gain, because we've got a new Art Editor in the form of Sue Huntley. Sue's great, and she'll be laying out all our pages while Sal goes off to (eurch) have her baby.

DreamWeb

~~Sunday April~~

Monday April 9

The clock keeps going round.

It won't ~~fuct~~ tell me the time.

Santa Claus gave a gun to me.

Let loose the puppies of War.

I died last night.

"....AWESOME...!

"....BREATH TAKING...!"

"....HEART STOPPING...!"

A game to die for!

IBM PC AND COMPATIBLES
IBM PC CD-ROM
COMMODORE AMIGA - ALL MODELS
COMMODORE AMIGA A1200 ENHANCED

R RESTRICTED
UNDER 17 REQUIRES PARENT OR ADULT SUPERVISION.

18

WARNING : THIS GAME CONTAINS SCENES OF SEX AND GRAPHIC VIOLENCE NOT SUITABLE FOR YOUNG CHILDREN.

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TURN YOUR CD32 INTO AN A1200

And your A1200 into a CD32. Hours of fun.

Now although we're generally completely in the dark and pretty much completely uninterested in the technical workings of the Amiga, never let it be said that we don't try to keep you informed.

So when recent treacherous turncoat Steve McGill waltzed into our office from his Amiga Format home and started going on about how all his new friends were "ever so excited about the new Amiga peripherals" we carefully took notes on his bizarre story.

Implausibly, it now appears that if you own a CD32, you can convert it to an A1200, and if you own an A1200, it's equally possible to turn that into a CD32. Confused? We were.

Without getting too techy ('cos we don't know how) a company called Microbotics have released the SX-1 which is a hugely ugly black box that sticks out of the back of the CD32, rather than running along the back and looking a lot nicer. Anyway, if you get this, a keyboard and an external disk drive, then you can do loads of Amiga-ish things such as load up our coverdisks, mess about on D-Paint, surf through the Net, and so on.

However, if that all sounds horribly confusing, how about this instead? Beating Commodore to the launch of an Amiga CD drive is the Zappo CD-ROM drive as featured last issue, which means that you can play ordinary CDs and CD32 games on your A1200. See the box for how much it costs.

And then there's the rumour of an A1200 with built in CD-ROM drive, so maybe you should hang on for that instead. No wait a minute, Commodore have gone bust haven't they? Anyway, both Indi Direct (0543 419999) and Calculus (0543 418666) supply these bolty add-on bits, so give them a ring and they'll almost surely talk more sense than us.

And there it is, the Zappo CD1200.

HOW MUCH?

So what's the difference? Obviously it may depend on the machine you've got now, but if you're starting from scratch...

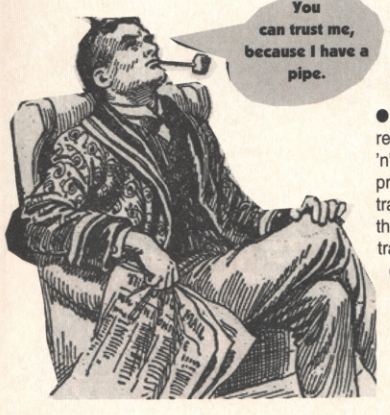
CD32	£240 (ish)	A1200	£270 (ish)
SX-1	£199	CD Drive	£199.95
Keyboard	£45.99	Total	£469.95
Disk Drive	£48.99		
Total	£533.98		

Looks like a victory for the A1200!

IT'S A LIE

with Gerald Falsely

● To tie in with the 25th anniversary of the first moon landing, Ocean are releasing what they call a "sort of flight sim in space" endorsed by the estate of Ed Rybeck, the NASA technician who was briefly the first man to leave Earth's orbit after being accidentally locked in a storage compartment during pre-launch tests of Mercury 1.



● MicroProse are working on a two-player version of *Knights of the Sky* using a single machine. Using a cunning widget, you connect two monitors to the Amiga, and the game projects alternate scan lines to each set in order to create pictures for both players.

● Due to a mix-up at the CIA film archives, new CD32 game *JFK Assassination* features not the Zapruder footage but the suppressed Hank Yeager film. Yeager's home movie, taken from the opposite side of the plaza, clearly shows a seven-year-old schoolgirl pull a handgun from her satchel and fire twice at the motorcade.

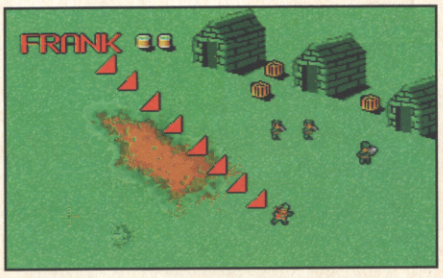
● Psygnosis's new protection method, replacing their ill-fated Match the Scratch 'n' Sniff system, has also run into problems. "We were going to have a small transmitter in the manual, like the ones they have in singing Christmas cards. The transmitter was to give out high-frequency code bursts that the game would check for, but the ultrasound squeal it emitted killed dogs," rued a Psygnosis spokesman yesterday.

● David Fesk, Britain's new national sharpshooting champion, revealed he hadn't fired a gun until two days before the tournament which ended in June. "My brother had bought me issue 37 of AMIGA POWER – the one with *Pong* on the coverdisk – and I was practising constantly until I could keep a rally going for hours by playing as both bats. It just sort of grew from there, really," explained a delighted David.

Back issues of this tremendous organ can be found on page 72.

IN THE STYLE OF...

Michael Connor's picture of *Cannon Fodder* In The Style Of the army recruiting advert isn't just a neat idea, but also a viable commercial proposition. Imagine an ad which showed two people sitting in a room under a clock looking bored, and then cut to a shot of some obviously-exhausted people with huge rucksacks being forced to run across a muddy field through thick smoke with loud pop music playing in the background, and *then* cut to some footage of the great *Cannon Fodder* in action. Sales of Sensible's shoot-'em-up would soar. In view of this, we awarded Michael Connor's picture 6/10. We then thought it only right to donate half the points to the Royal British Legion, leaving Michael with 3/10 and £60 of games. Send you own contributions, as DPaint-readable files, to In The Style Of, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.



AMIGA POWER RECOMMENDS

The best games of the last couple of months. Buy one of them, we say.

EMPIRE SOCCER

Empire (AP40 90%)

It IS *Speedball 2* in shorts. *Empire Soccer*'s one of those games that looks a bit odd at first, with gigantic, stockily-built players, and doesn't really seem to play like football at all, especially if you take *Sensible Soccer* as your benchmark, but then actually turns out to be a brilliantly playable game in its own right. In fact, it's the *only* game that looks a bit odd at first, with gigantic, stockily-built players, and doesn't really seem to play like football at all, especially if you take *Sensible Soccer* as your benchmark, but then actually turns out to be a brilliantly playable game in its own right.

BANSHEE

Core (AP39 89%)

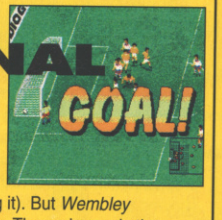
The best vertically-scrolling shoot-'em-up we've played for a very long time. The graphics are incredibly detailed, right down to the way paratroops' 'chutes crumple up when you hit them, sending their passengers spiralling to the ground. Although you'll mostly be destroying standard military hardware, there's a sinister alien presence supporting the enemy so you get to blow up loads of spaceships as well. For sheer, devastating violence, this has few rivals.

ULTIMATE BODY BLOWS

Team 17 (AP39 86%)

We gave this the same mark as *Mortal Kombat*, the game we called 'the best Amiga beat-'em-up to date. Which presumably makes *Ultimate Body Blows* the Joint Best Beat-'Em-Up On The Amiga. Phew. And it's great, combining both the original *Body Blows* and *Ultimate Body Blows*, while tweaking the gameplay slightly to make it a bit crunchier, dropping in some excellent new backgrounds, and making the most of the CD32's extra buttons. You won't find a more convincing argument in favour of violent computer games.

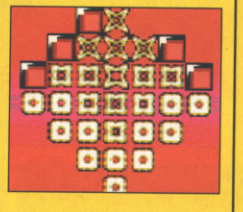
WEMBLEY INTERNATIONAL SOCCER



Audiogenic (AP39 85%)

It is the best of times to release a new football game (because of the continuing aura of the World Cup), and the worst of times (because everyone else is doing it). But *Wembley International Soccer* has some great features of its own. The main one is the extent to which you can control your team's tactics, defining setpieces before the match and so on. And then there's the fact that it can use all the buttons on a CD32 controller, which seemed to excite Steve McGill tremendously.

CLOCKWISER



Rasputin (AP40 79%)

Puzzle games used to come out on the Amiga at an incredible rate, but gradually they tailed off as programmers began to run out of new things to do with coloured blocks. So when *Clockwiser* appeared last month it must have been after months off head-scratching, followed by a positively deafening "Of course!" The idea here is to rotate groups of blocks around by 'pulling' them with a sort of rope thing, and then do some other things as well, and it works. And at less than £13 – sorry, at £13 – it's quite a bargain, too.

ALL TERRAIN RACER

AMIGA POWER PREVIEW

Game: All Terrain Racer
Runs on: A500, A600, A1200
Publisher: Team 17
Authors: In-house
ETA: Around Christmas

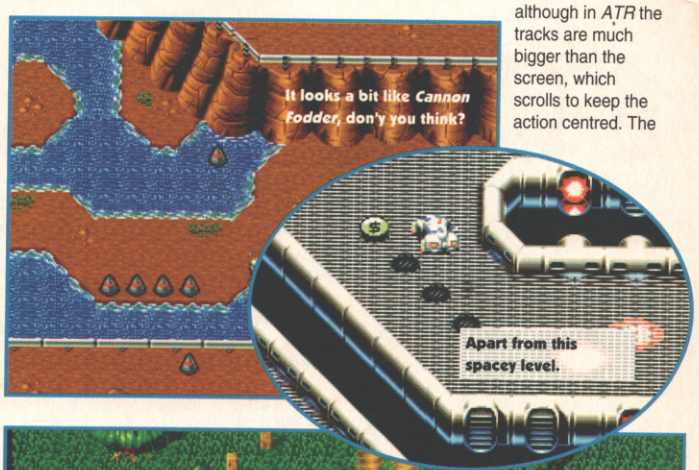
Team 17's previous jaunt into the world of racing games was, it must be admitted, an abject failure. *Overdrive* (AP31, 46%) was a top down racing game that failed on pretty much every count in its attempt to better *Micro Machines* from Codemasters. All the turns were 90 degrees, you could never see far enough ahead to anticipate the turns and it was all a bit, well, crap really. However...

"People who sit around licking"

Team 17 aren't the sort of people who sit around licking their wounds for long, and for the past couple of months have been scribbling, designing and coding furiously on *All Terrain Racer*, or *ATR* for short. Ex-Amiga Format editor and current Team 17 PR geezer Marcus Dyson dropped by to visit his old work chums and give us the low down on their latest venture.

"We're at a very early stage in programming at the moment, and what you're seeing now's the result of only six weeks programming. Although many of the pickups are visible on screen, they don't actually do anything at the moment, and we've not implemented artificial intelligence for the computer controlled cars on some of the levels, so they have a habit of driving round in circles."

The demo I played does look a bit ropey in places, but some levels look completed. The forced perspective view's reminiscent of the arcade game *Ivan 'Iron Man' Stuart's Super Off Road Racer*, although in *ATR* the tracks are much bigger than the screen, which scrolls to keep the action centred. The



controls at the moment consist of left, right and forward keys and so even the most dim-witted dullard can enjoy *ATR* after mere picoseconds of practice.

Marcus again: "Everything's a bit raw at the moment as it hasn't been run past the playtesters. We like the way there's usually a long and short route around each track, although we've yet to see whether the playtesters think the track difficulties and computer AI are set at the right level. Even at this early stage, it's still very playable."

Indeed it is. The futuristic buggies skid round corners nicely, skip across water with little splashes and even spin out on snowy corners, and just driving round and round knocking over bollards is great fun. The look of the game's something new for Team 17 too, being somewhere between Blue Byte's game *The Settlers* and *Cannon Fodder*. From what we've seen so far, it looks possible that we'll soon be able to completely forget about poor old *Overdrive* and concentrate on smashing new *ATR*, which is surely a great thing for programmers and players alike.

● ***CAM WINSTANLEY***

Revel in our ineptitude with...

Mystery Screen Shot Corner

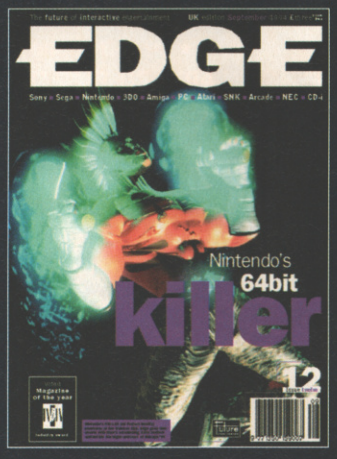
One of the tricks of the magazine publishing business is having what's known as a back-up: a feature or column destined only to see the light of day if an expected page falls through at the last minute. Back-ups are usually prepared months in advance, so there's always a stock of, say, at least five entertaining, well-written stand-by articles should absolute disaster strike.

The unnaturally brilliant brains trust that is AMIGA POWER shuns such confessionally fallible safety-nets, which is why we've had to come up with something on the spur of the moment when, once again, the return of Oh Dear was ruthlessly quashed by Steve The Publisher. Give thanks, therefore, to the pitiful lack of organisation which has led to another attractive illustration becoming irrevocably parted from its press release, prompting a further round of Mystery Screen Shot Corner.

If you can make some sense of this collection of lines and small, oddly coloured graphics, write to the usual editorial address, being sure to mark your letter "If There's A Plausible Explanation For Your Continued Lack Of Efficacy, We'd All As A Body Look Forward To Hearing It."

By way of a brief but highly revealing aside, the last Mystery Screen Shot Corner failed to raise any interest at all, and consequently the picture remains unidentified.

This **magazine** has been **voted Magazine of the year** by people working in the games **industry**



Don't you want to know **why**?

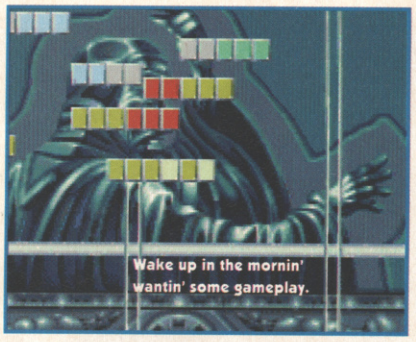
Magazine of the year
IN/N
Industry awards

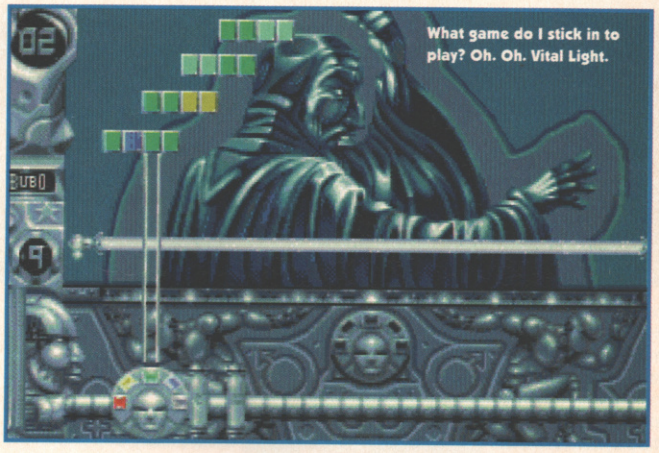
Issue **twelve** onsale at selected newsagents now

EDGE

VITAL LIGHT

Runs on: A500, A600, A1200
Publisher: Millennium
Author: Effecto Caos
ETA: Soon. Very soon





From what we can gather from the almost, but not quite, complete version we've been playing, *Vital Light* is the arcade game that people who live in arcade games play, which is of course a poorly thought-out idea. If games can themselves play games, then you're straight into one of those mindboggling paradoxes of the games that they play actually playing games, and the entire thing zings off into infinity the same way that standing between two mirrors produces an infinite number of reflections.

"It's not fair to slag off a game"

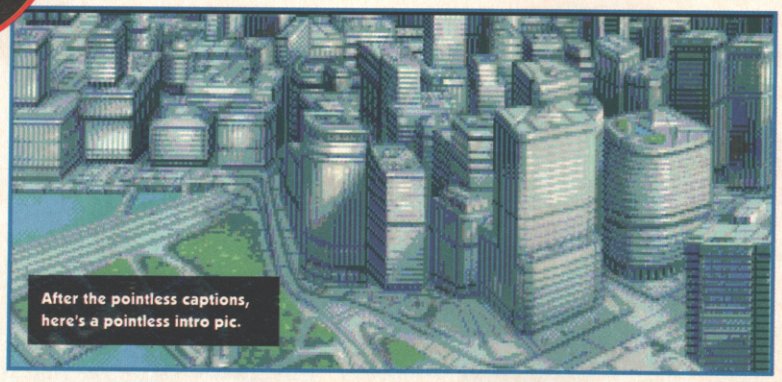
Once you get past all the stylish (yet at the same time completely pointless) Tron-influenced storyline stuff, the game turns out to be something halfway between *Tetris* and *Space Invaders*. Controlling a gun along a rail, the idea's to fire beams of coloured light at descending blocks. If you can make all the blocks in a certain cluster the same colour before the cluster smashes into your force field, then the cluster vanishes. If you want to play it like a total thicko, you can stick with one colour and change every block to the hue of your choice, but since your ammunition is limited, you're better off switching between your five tones and picking the one that most suits the target.

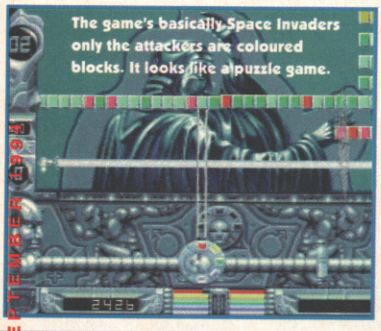
That's the basic idea, but every conceivable variation of the game seems to be available. Two people can play co-operatively or against each other, blocks drop at different speeds, your movement across the screen is hindered by obstacles on the rail, power-ups fall on you, power-downs drop on you, and so on. There's even a tournament mode for up to eight players. Crikey.

However...

...it's not fair to slag off a game if you haven't seen the finished version, so I'm going to have be be diplomatic about how I phrase this. There are some obvious problems with the game control which could (and should) be remedied before the game goes on sale, but (far more worryingly) it's not very interesting. Oh, sure, it's clever and innovative and all that, but if it's not good then all of that hardly matters does it? Being arbiters of fairness and even-handedness, we'll reserve judgment on the game for the final version, but at the moment the best we can say is that it's pretty and plays okay. Ish.

● *CAM WINSTANLEY*





FURTHER READING...

AMIGA FORMAT

"This month, Amiga Format takes an in-depth look at Amiga Desk-Top Publishing, with a stonking great 7-page feature and top DTP package *PageSetter 2* (worth £100!) on the Coverdisk. In fact, you'll have everything you need to start fiddling around with electronic page make-up: you can design your own letterheads, produce fliers, even produce your own fanzine. Of course, there's more to Amiga Format than all that techy stuff.

The great new Amiga Format (well, last month's).

We've got a sensational demo of Psygnosis' *G2* on our second Coverdisk, and inside the mag we have a special competition where budding Amiga artists can actually win a job at team 17! When you finish your copy of AMIGA POWER, why not have a delve through AF63 – it just might change your life..."

STEVE JARRATT
EDITOR, AMIGA FORMAT

AMIGA SHOPPER

"The September issue of Amiga Shopper has a very nice cover with Michelangelo's roof of the cistine chapel on it. Inside, you will find lots of lovely stuff, including our comprehensive round up of 24 bit graphics cards. We also have a full, in depth review of *Imagine 3*, with opinions from Animators such as Ron Thornton of Foundation Imaging. Plus, we review the SX-1 CD32 expansion and the Eureka Communicator. Not forgetting our 10 pages of Amiga Answers, where our team of experts take you by the hand and lead you to a brighter, happier place where all your Amiga problems are solved and we all live happily ever after. Or something."

RICHARD BAGULEY
EDITOR,
AMIGA SHOPPER

The Future Entertainment Show

Earls Court 2
26th – 30th October 1994

CD-Rom ● Amiga ● Mac ● PC ● CD-i ● Consoles

COME TO THE FUTURE ENTERTAINMENT SHOW

By far the most important event in the coming months – more so than Halloween or even Guy Fawkes Night – is the Future Entertainment Show, which takes place at Earls Court in London from 26th-30th October. It's an enormous event that'll pack every conceivable aspect of home computing under one roof, with games, music, CD-ROM and all kinds of other stuff to be seen, tried and bought. There'll be a games arcade, where you can try out all the latest Amiga and console games, and also the finals of the National Games Championship, full entry details of which were in True Stories last month (still available from page 72).

And apparently you'll also be able to witness the spectacle of AMIGA POWER "coming to life", something we, for one, have got to see.

So roll up. Book your tickets by calling the hotline on 0369 4235 – at a mere £6, they'll save you a pound on what they'd cost on the door.

YAWN

More Amiga games are still sold each month than anything else.

The Amiga now has 21.6% of the market (which, if you were unfortunate enough to come across a story similar to this last month, despite our best attempts to hide it, you'll know is down about 0.5%), with the next best, the Mega Drive, on 19.6%.

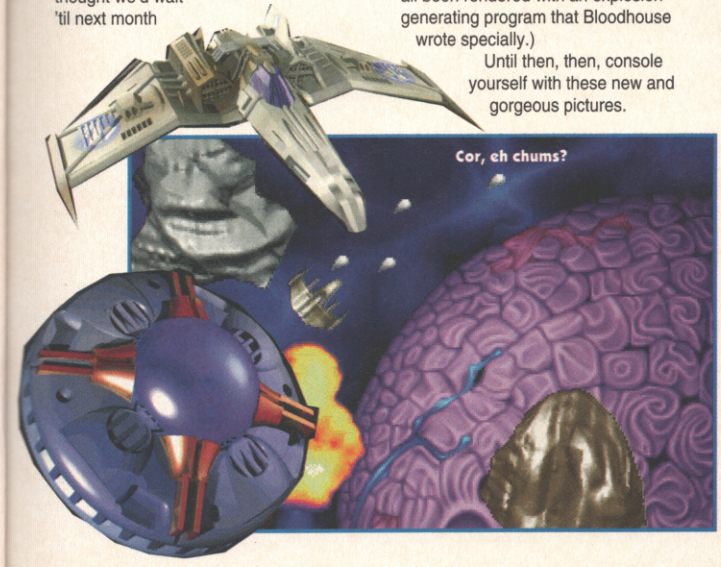
The CD32, meanwhile, has been overtaken by the PC CD-ROM in the CD market, with 34.9% against the PC's 44.6%, a fall of... *(Snip. – Ed)*

SO CLOSE

We were hoping desperately that we'd be able to bring you a review of Team 17's *Super Stardust* this month. But Finnish developers Bloodhouse are taking rather longer than anticipated over it, so, rather than fob you off with a 'review' of the unfinished version, we thought we'd wait 'til next month and do the job properly.

The bits of *Super Stardust* we've played so far look great, though – the first level and a couple of the tunnel bits. There's an incredibly realistic flame thrower, and the explosions when you blow something up are superb. (They've all been rendered with an explosion-generating program that Bloodhouse wrote specially.)

Until then, then, console yourself with these new and gorgeous pictures.



AMIGA POWER GALLUP CHARTS TOP 30

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1	(1)	**INTERNATIONAL SENSIBLE SOCCER**	Renegade/Mindscape £19.99 ★★★★★
2	(9)	**KICK OFF 3**	Anco £29.99 ★★
3	(2)	**TACTICAL MANAGER**	Black Legend £25.99 ★★
4	(NE)	**WORLD CUP USA '94**	US Gold £25.99 ★
5	(6)	**PREMIER MANAGER 2**	Gremlin £24.99 ★★★★
6	(13)	**THE SETTLERS**	Blue Byte £34.99 ★★★★★
7	(11)	**SENSIBLE SOCCER 92/93**	Renegade/Mindscape £25.99 ★★★★★
8	(4)	**CANNON FODDER**	Virgin £29.99 ★★★★★
9	(2)	**ARCADE POOL**	Team 17 £9.99 ★★★★
10	(RE)	**NICK FALDO'S CHAMPIONSHIP GOLF**	Grandslam £14.99 ★★★★
11	(15)	**SIM CITY CLASSIC**	Hit Squad £14.99 ★★★★★
12	(12)	**WORLD CUP YEAR 94**	Empire £29.99 ★★★★
13	(7)	**FRONTIER: ELITE 2**	Gametek £29.99 ★★★
14	(10)	**BENEATH A STEEL SKY**	Virgin £34.99 ★★★★
15	(5)	**K240**	Gremlin £29.99 ★★★★★
16	(29)	**JIMMY WHITE'S SNOOKER**	Hit Squad £14.99 ★★★★
17	(26)	**JURASSIC PARK**	Ocean £25.99 ★★★
18	(RE)	**A-TRAIN**	Hit Squad £17.99 ★★★★
19	(25)	**GRAHAM GOOCH WORLD CLASS CRICKET**	Audiogenic £29.99 ★★★★
20	(19)	**EMPIRE SOCCER**	Empire £29.99 ★★★★★
21	(8)	**MAN UTD PREM LEAGUE CHAMPIONS**	Krisalis £29.99 ★★★
22	(16)	**BATTLE OF BRITAIN**	Kixx £14.99 ★★★
23	(RE)	**BODY BLOWS**	Team 17 £12.99 ★★★★
24	(21)	**EYE OF THE BEHOLDER 2**	Kixx £16.99 ★★★★
25	(RE)	**GOAL!**	Virgin £12.99 ★★★
26	(NE)	**STREET FIGHTER 2**	Kixx £14.99 ★★★
27	(RE)	**CHAMPIONSHIP MANAGER 93**	Domark £25.99 ★★★
28	(NE)	**WILD CUP SOCCER**	Millennium £25.99 ★
29	(RE)	**MORTAL KOMBAT**	Virgin £29.99 ★★★★★
30	(RE)	**CHAMPIONSHIP MANAGER COMPENDIUM**	Domark £27.99 ★★★★

We figure you must have some idea how the charts work by now. They're © ELSPA, they mix budgets and full-pricers together, we rate games in stars, and you lot go out and buy football management games.

DIARY OF A GAME

SENSIBLE GOLF

BY SENSIBLE SOFTWARE PART 4 – JULY 1994

Achtung readers! Welcome to the leafy village world of Saffron Walden, home of Sensible Software and of the latest instalment of Diary Of A Game. I'm Stuart Campbell, and if you haven't heard of me before it's probably because I'm a relatively new kid here at Sensible, having joined just a few short months ago as Product Development Director (it says here), responsible for development and quality control on a whole clutch of exciting new 'products', including *Cannon Fodder 2*, *Sensible World Of Soccer* and, of course, the soon-to-be-mighty *Sensible Golf*.

So join me, if you will, for another sneaky peek behind the scenes at the work in progress so far, and let's see what the boys have been up to this month...

Well, things are really kicking into life with *Sensible Golf* now. What with all our other work commitments and all the important business meetings we've been having lately, programming on the game got off to a bit of a slow start, but everything's back on schedule now.

Jon and Chris and Jools and I have all been thinking hard about how we want the game to work, and after half-a-dozen attempts at different styles, we've finally got a control system we're comfortable with.

At its most basic level, it's not entirely dissimilar to the ones in *MicroProse Golf* or the original *Nick Faldo*'s. But it's a bit more user-friendly and informative, so you don't have to be a golfing expert to play a few half-decent shots at the start. And you won't have to be referring to the manual every five seconds (which we thought was a bit of a problem in *Nick Faldo*'s – who could be bothered having to remember for themselves how far each club could hit?). We've also tried to keep it tricky enough to be a challenge.

The most recent addition to the control method was a whole load of little dots and lines which we added to the 'swing' bar after early playtesting showed that people couldn't really judge on a curved indicator where a half- or quarter-strength shot was - yes, 'constant evolution' is the watchword here at Sensible Software. Or watchwords.

Now that that particularly tricky stage is out of the way, we fully expect the rest of the programming to be plain sailing all the way in. In fact, so confident were the team after completing this crucial stage of development that they all retired to Jools' house after work for a quiet drink, and came in this morning all a little hung over, so hey – don't make too much noise while you're reading this, eh? Honestly, those zany programmers - you'd think they worked for Team 17 or something. Still, I'm sure they'll be alright after some Vitamin C tablets and a few Dexters, so don't worry too much, will you?

What else can I tell you? Well, I could tell you all about the fantastically exciting and secret project that everyone's working on here at the moment, a project that's unlike anything that's ever been seen in the world of video gaming before, but sadly it is, as I said, a secret, so I can't.

I could tell you about Jools' fantastically expensive new Porsche, but then you'd probably just think programmers got paid too much (It's not true, they don't – it's just Jools) and decide to pirate *Sensible Golf* instead of buying it, so I'd probably better not do that either. I could tell you about some of the fantastically funny things we do to avoid getting into deadline trouble with Hickey from Virgin, but you probably wouldn't know who he was or why we're scared of him, so I won't do that either. Or I could tell you how I'm frantically wibbling any old rubbish now just to try and fill this page up, since I'm not getting paid for it and hence don't really care if it's interesting and funny or not. But you'd probably spotted that already (chuckle, wink).

So instead I'll merely direct you to the pretty picture of our first working hole elsewhere on this page, and say 'Ooh, isn't it good?' in the hope that you'll be distracted and go away. If you've got any suggestions or ideas that you'd like to see incorporated into *Sensible Golf*, please don't hesitate to send them to someone, anyone at all, and we'll see you for more evasive verbal meanderings and vague excuse-making next month, if AMIGA POWER don't tire of this obvious drivel before then. Aloha!

● ***STUART CAMPBELL***
PROJECT DEVELOPMENT DIRECTOR
SENSIBLE SOFTWARE

You'll never know how long it took Cam to take all these grabs and piece them together so that you can see what a whole hole looks like. Even Stuart was impressed.

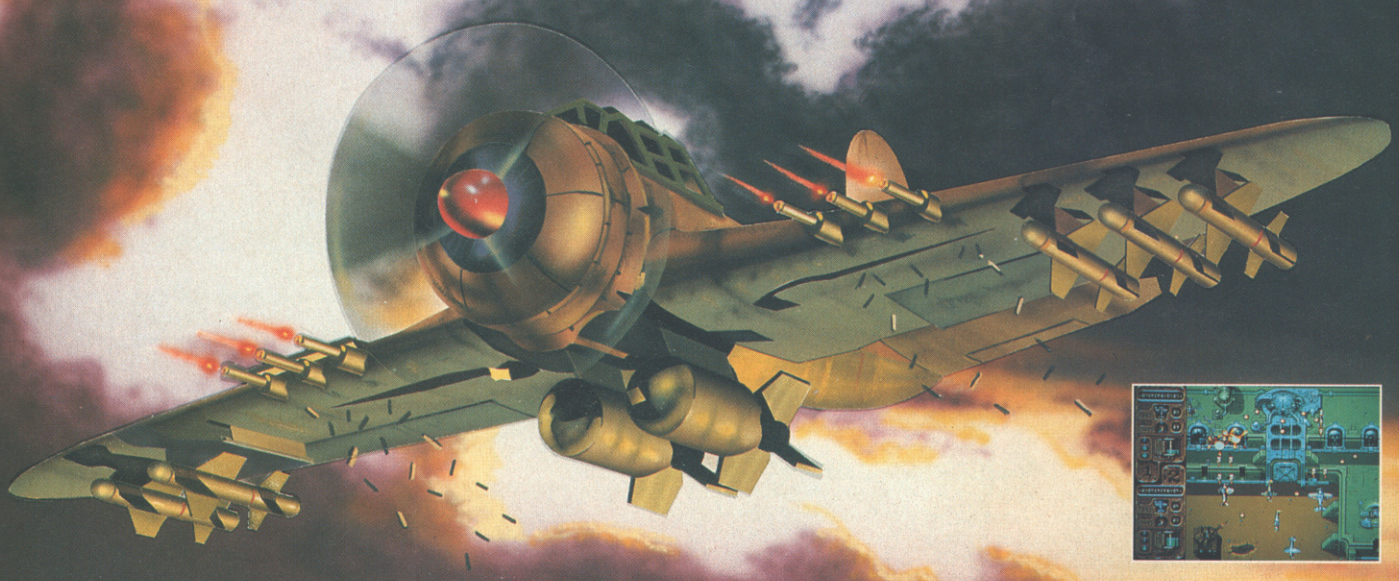
SENSIBLE GLOSSARY

Like all tightly-knit communities, the Sensible gang has its own 'special' language which we use to baffle and alienate all outsiders. But we want you to feel part of our strange and magical universe too, so here for you (and make sure you do keep them to yourselves, now) are just a few of our secret codewords and phrases. Memorise and destroy!

'leafy'
really unbelievably boring
'Diary Of A Game'
oh God, is that a month gone already?
'Sensible Golf'
oh God, is that a month gone already?
'work commitments'
the World Cup
'on schedule'
no more than three months late so far
'business meetings'
hot sunny weather, ideal for sitting around outside in, for example
'thinking'
playing pinball
'morning'
any time before 4:30pm
'after work'
4.45pm
'quiet drink'
eleven pints of JL's treacly home-brew
'hung over'
medically dead
'Dexters'
'Pro-Plus' concentrated caffeine tablets - completely legal and harmless
'fantastically expensive'
really unbelievably expensive
'Hickey'
'Oh no! Run away! Pretend to be out! Pretend to be dead! Help!'

ALIENS HAVE INVADED YOUR WORLD...GO MAKE 'EM REGRET IT!

BANSHEE



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NOW... AND THEN

BLUE REMEMBERED HILLS

It's not just music and fashion that have gone retro you know. Programmers and Cam Winstanley alike hark back to those 'good old days' too.

Everyone's at it. Take That get in to the charts singing old songs, and movie rehashes of TV series such as The Addams Family rake in big bucks. The '70s are big business, with Raleigh Choppers changing hands for £400 and lava lamps being somehow cool.

Why is this? Why does the generation born between 1965 and 1975 insist on dragging themselves through the same old Draylon-drenched decade that they've already lived through once? Wasn't going to school looking like an extra from Sesame Street embarrassing enough the first time?

Can you honestly look me in the eye and say that you enjoyed the tight T-shirts with huge lip prints on them and the jeans that clung precariously to your hips?

Did the Levi commercials really whet your appetite for nostalgia so much that you want to remember dancing to 'Oops Up Side Your Head' while wearing corduroy? Well, do you? DO YOU? Of course not.

RETRO RESURRECTION

The software industry's been slow to catch on to this dewy-eyed nostalgia for all things long gone, but eventually they've arrived at the same money-spinning conclusion.

Revamping old games works because most of the old games had truly great ideas. They had to, because let's face it, in 1980 it was kind of hard to mask dodgy gameplay with flashy graphics when the flashy graphics consisted of the letter V firing full stops at hordes of invading Ds.

IMPOSSIBLE MISSION 2025

MicroProse made no bones about updating this old classic, and even went as far as including the old game in the same package. Unfortunately, this move backfired completely, since the original's tight design proved to be a far superior game. The idea's to run around a bunker complex avoiding robots and collecting parts of a code key, but snazzy graphics and parallaxing backgrounds couldn't alter the fact that the new version is sprawling, intellectually unchallenging and a bit, well, dull really.
Verdict: The past triumphs over the present.

FLY HARDER

Sensibly released as a budget title, *Fly Harder* takes the gravity and inertia heavy controls of games such as *Thrust, Zarathrusta* and *Oids* and chucks in a load of new graphics to brilliant effect. The lovely graphics don't make your little spaceship any easier to control around the caves, the great animations don't make the numerous baddies any easier to kill and the pepped-up sound doesn't make the gameplay any different from versions a decade older, but so what? It's still a great game, and for a tenner, it's a barg.
Verdict: Same great gameplay, but with lovely graphics. Hooray!

OVERKILL

Read about *Fly Harder*, change the name to *Overkill*, and the same applies. Antipodean programmers Vision Software have drawn upon the arcade's *Defender 3 – Strike Force* and made the graphics a bit meatier – literally.

Aliens burst like overripe carcasses bloated in the sun and when things explode, they REALLY explode.
Verdict: Same great gameplay, but with lovely graphics. Hooray! Again!

STARDUST

Scandinavian programmers Bloodhouse were fairly cool about their new (and to date only) release and simply left the press to rave on and on about it. To call *Stardust* just a souped-up version of *Asteroids* is selling it short, as you not only get easily accessible power ups and brilliant light sourced graphics, but also a completely brilliant tunnel sub game thrown in as well.

To date, this is the only retro game that's effectively added to a old game idea. Look out for *Super Stardust* which is on its way, and will probably be reviewed by us next month. *(Yeah, right. – Ed)*
Verdict: Our antecedents are secure in the hands of Bloodhouse.

Stardust is even better than the stunning original – cor.

SUPER SPACE INVADERS

It requires skill and judgment to take a coin-op that successfully updates the world's most famous game, with power-ups, special waves and an impeccable lightness of touch exemplified by the cattle-rustling sub-games, and reduce it to an achingly slow, gruesomely unplayable disaster. But, with a leap and a bound, a hand-picked selection of cretinous programmers have managed to pull it off.
Verdict: In the same way we need Back On the Buses.

ENCOUNTER

Battlezone, the tanky-tanky coin-op, is incredibly old. Only slightly less ancient is *Encounter*, which stunned the world by taking the original's wireframe graphics and filling them in. Now you could zoom around the endless plains, crashing into coloured blocks without wondering why you couldn't get through the middle because they were obviously made of coat-hangers bent into cubes, and blasting opponents that clearly had motive power. Hurrah! There was even a bit where night suddenly fell and it all went dark and everything.

Just a pity *Battlezone* was staggeringly dull and only worth playing because you got to look through that funny periscope thing and use the twin-joystick controls really.
Verdict: The past is another country. They do things differently there. And their tanks are better.

ALIEN BREED 2: SPECIAL EDITION: TOWER ASSAULT

(That's enough retro games. – Ed)

Fly Harder – makes you all dewy-eyed and nostalgic doesn't it?

Suspiciously retro looking pot plants here in *Impossible Mission 2025*.

Cool! We're totally barmy on the magazine with funk. Banana! See? We're just flippin' bonzo!

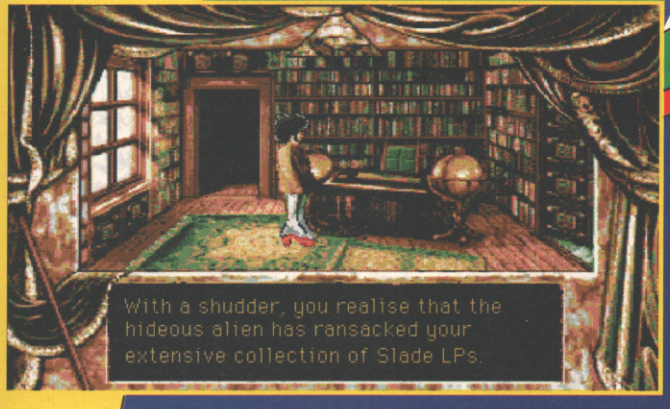
ED SEZ

We've got a packed ish for you this month – our celebrity panel looks ahead to the year 1995 (Blimey! I'll be needing a bus pass by then!!!), Cam goes beach-buggying with surf-crazy Jezza Minter, there's a chance to win one of ten space hoppers and Georgie Best 'player-manages' our fab footer round-up! What's that, Amy? Hey, kids – Amy Power says why don't you stop listening to me jawing and get on with reading our cool reviews? Yeah!

Now's the point in our famous information-packed features where we'd normally launch into a 'What if?' section and speculate about Battlezone 2015, Missile Command 3008 and Centipede 400 Billion, but this time we'll leave that to the software industry. This time we thought we'd try something different. Using nothing more than a powerful Kray supercomputer, a malevolent mood of impish evildoing and an ordinary household matter/time displacement machine, we deliberately contravened the laws of time travel by meddling with the past. Sending several contemporary games and a simple A500 hurtling through the fourth dimension, we created an alternative world history where the home computer revolution started a decade earlier. This charred page from the June 1975 issue of AMIGA POWER was all that could be saved before the inevitable hydrogen apocalypse.

DARKSEED

Based on the latest (and greatest) Hammer flick, The Satanic Rites of Dracula, this *Secret of Danger Island*-ish point-and-click adventure sees you, Peter Cushing, trapped in Christopher Lee's stunning prefabricated high-rise, trying to escape before all those luscious lasses in the cellar give you a 'necking' you'll never forget!!! Phwoar, eh lads? This game had us shivering in our shorts, we don't mind telling you!

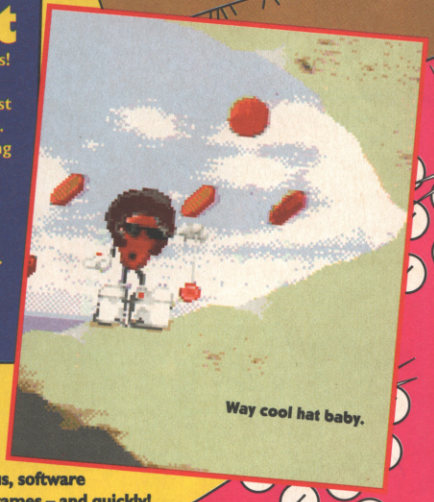


THROUGH THE GREEN DOOR

It's a prob isn't it? You go into your fave game den and find that everyone else is wearing the same roll-neck sweater and chunky cords as you. Strutting your stuff can be hard, but check out the threads on these two dudes. Cliff and Wayne come from Battersea, and their mums have worked long and hard on Cliff's cool open-shirted Showaddywaddy look and Wayne's midwestern rockabilly gear.

Cool Spot

And what a 'cool' Spot he is! Yes! Featuring a fab soundtrack by Lalo Schifrin, Bransonsoft's latest release is set to be a real sizzler. Last month we were complaining that their new racer-with-guns licence *Starsky and Hutch – Groovy Cops* showed a lack of ideas, when along comes this game to make us eat our words. You've never seen anything like it – you have to guide Spot around levels made up of platforms, climbing and jumping, shooting the bad guys **and collecting balloons. It's incredible. Forget shoot-'em-ups, we reckon this kind of innovative gameplay is just what we need. You hear us, software people? More levels 'n' ladders games – and quickly!**



MORTAL KOMBAT

With Enter the Dragon still pulling the crowds at the pictures, this beat-'em up is **brilliantly timed**, and packed with dynamic realism. Just like in the Bruce Lee movies, the action's tightly cropped on one player, with the opponents appearing only briefly in the corners of the screen. The lip synch's at least a second off on all the sampled dialogue, the impacts sound exactly like wooden blocks slapped together *(Perfect! - Kung Fu Fightin' Ed)* and yes, for the fatality moves, the screen zooms into the player's face. There's even a bit where you get to use Bruce's nunchakas, but our version had a bug in it and kept cutting to another scene whenever we picked them up. Surely the best beat-'em-up of all time!

GETTIN' THE LOWDOWN

Aliens invade Tipton!

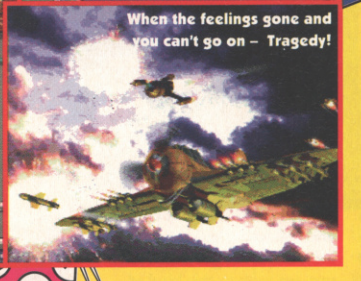
Imagine playing *Space Invaders*... for money!! Well, that's exactly what one lucky kid's managed to do, with a little help from top pop star Toyah Wilcox of course. Spawny Rod Williams aged 14 from Walsall won a whopping £150 in the BBC's *Space Invaders* of the Midlands compo, and will go on to the final in London later this year. Well done Rod!

SIM INNERCITY

Who can build the highest block of flats? Who can reclaim living space by bulldozing pointlessly self-indulgent architecture the quickest? Don't forget to put two cars in every garage or your residents will grow angry and riot, leaving 12 dead. Bah!

Bee Gee Banshee

This must be the ultimate vertically-scrolling shoot-'em-up. We just can't see anyone bettering its mix of plane-based action and a monster disco soundtrack. Those ever-cheeky Core programmers have even put in a topical Vietnam level. They're just dribbling mad bonkers, really they are!



Next Month

TOP OF THE POPS... AND GAMES!! – We love games, but so do star singers! We chat EXCLUSIVELY to Agnetta and Anna from Abba about *Battle Isle 2*, to Eric and Leslie from the 'Rollers about *Turrican* and to Little Jimmy Osmond about his work on that amazing conversion of *One Flew Over the Cuckoo's Nest*.

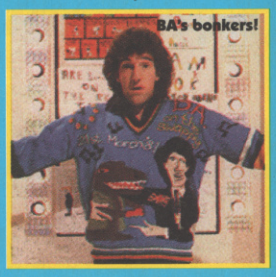
RICH'LL FIX IT! – Paging Dr Richard Pelley! We urgently require you in the Ask As-Pell ward to solve all our gameplaying ailments!

WIN! – A brand new Grifter and stars 'n' stripes roller boots in our great Wheelin' and Dealin' compo. Fab!

REVIEWED! – Gremlin's *Ford Capri Challenge*, Ocean's *Charlie's Angels* and the all new *F-4 Phantom* flight sim from MicroProse! SEE YA!!

THINGS TO COME

This month, our celebrity panel of top pop and TV stars looks ahead to the amazing year 1995 and predicts what life will be like so close to the 21st century. How will we get to work, what we will eat and will Betamax come with quadrophonic sound so we needn't bother going out ever again? More importantly, what games will we be playing? Set your heads for twenty years into the future!



BA ROBERTSON: I predict that Dollar will be the biggest supergroup the world has ever seen, and that Swap Shop will have a TV station all to itself. Television will be like a gigantic computer game – Noel Edmonds will have wires coming out of his head that connect him to the camera, and by pressing buttons on your set at home you'll be able to influence whether he interviews a guest or performs a comedy skit.

JAMES HUNT: Formula One motor racing will be in 600mph hovercrafts, and we'll all live off Sanatogen multi-vitamins and Dairylea cheese triangles. Televisions will be shrunk to the size of handbags so we can enjoy portable games.

MAGGIE PHILBIN: Bell-bottomed pants will be so large, they'll have plastic hoola-hoops sewn into the bottom of them. Nylon will be THE fabric of the decade, and wearing special nylon bodystockings you'll be able to get the sensation of 'being' in a game.

STUART HALL: The Olympics will be abolished in favour of games of It's a Knockout, and Eddie and I will be the most famous people in the world.

EDDIE WARING: Surely not, Stuart. I predict you'll end up opening supermarkets and I'll be dead by 1986. Eh? Eh? Ha ha ha!

BRIAN CANT: All computer games will be thought-controlled and instead of using TV monitors they'll be beamed onto your wall or ceiling by a device rather like a Super 8 cine projector. And computers will talk back so you can take part in the Play Away 'that bloke's back brake block broke' game.

MICHAEL RODD: Following a devastating nuclear war, the deranged and scarred survivors will live in teepees and worship the Soup Dragon from the Clangers. Computer games are a tool of the devil.

SUZI QUATRO: It'll be exactly the same as 1975, only the T-shirts will be baggier and the jeans tighter. We'll all still be listening to the same music and everything, and football management games will sell like hotcakes.

BONNIE TYLER: World peace will be brought about by gigantic international computer game competitions, with massive lasers projecting the action on the moon. Earth's overcrowding will be solved by building huge inflatable islands.

Well readers, what do you think? Dollar, cheese triangles and Sanatogen are facets of the future that we all agree on, and Brian's idea about thought-controlled games has already been demonstrated on Tomorrow's World. But what about little Suzi Quatro though? Football management games indeed – she's completely barking mad, she is!

Why not send us your ideas about the future on a post card, and the one we like most will win a space hopper, tickets to Swapshop and some clackers.

"UNDER NEW MANAGEMENT" VISA IS NOT CHARGED UNTIL DAY OF DESPATCH

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TOP 50 CHART

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THE LAST READERS' TOP 100

1 SENSIBLE SOCCER (Renegade)
2 FORMULA ONE GRAND PRIX (MicroProse)
3 SPEEDBALL 2 (Renegade)
4 MONKEY ISLAND (US Gold)
5 MONKEY ISLAND 2 (US Gold)
6 LEMMINGS (Psygnosis)
7 RAINBOW ISLANDS (Hit Squad)
8 KICK OFF 2 (Anco)
9 POPULOUS 2 (Electronic Arts)
10 PINBALL DREAMS (21st Century)
11 MEGA-LO-MANIA (Sensible)
12 JIMMY WHITE'S SNOOKER (Virgin)
13 LOTUS TURBO CHALLENGE 2 (Gremlin)
14 PGA TOUR GOLF (Electronic Arts)
15 FIRST SAMURAI (Ubi Soft)
16 ROBOCOD (Millennium)
17 SIM CITY (Infogrames)
18 JOHN MADDEN FOOTBALL (Electronic Arts)
19 LOTUS ESPRIT CHALLENGE (Gremlin)
20 PROJECT X (Team 17)
21 STUNT CAR RACER (Kixx)
22 PRINCE OF PERSIA (Domark)
23 KNIGHTS OF THE SKY (Microprose)
24 HARLEQUIN (Gremlin)
25 EYE OF THE BEHOLDER 2 (US Gold)
26 ANOTHER WORLD (US Gold)
27 HEIMDALL (Core)
28 DYNA BLASTER (Ubi Soft)
29 JAGUAR XJ220 (Core)
30 PARASOL STARS (Ocean)
31 THUNDERHAWK(Core)
32 SWIV (Kixx)
33 MICROPROSE GOLF (Microprose)
34 EYE OF THE BEHOLDER (US Gold)
35 THE BLUES BROTHERS (Titus)
36 DUNGEON MASTER (Mirrorsoft)
37 APIDYA (Blue Byte)
38 GODS (Renegade)
39 LURE OF THE TEMPTRESS (Virgin)
40 ADDAMS FAMILY (Ocean)
41 CRAZY CARS 3 (Titus)
42 PANG (Hit Squad)
43 FIRE AND ICE (Renegade)
44 F15 STRIKE EAGLE 2 (MicroProse)
45 LEGEND (Mindscape)
46 IK+ (Hit Squad)
47 D/GENERATION(Mindscape)
48 SUPER TWINTRIS (PD)
49 CIVILISATION (Microprose)
50 TITUS THE FOX (Titus)
51 RODLAND (Storm)
52 PLAYER MANAGER (Anco)
53 SUPER CARS 2 (GBH)
54 ALIEN BREED (Team 17)
55 CRUISE FOR A CORPSE (US Gold)
56 INDIANAPOLIS 500 (Electronic Arts)
57 HUNTER (Activision)
58 BUBBLE BOBBLE (Hit Squad)
59 TURRICAN 2 (Rainbow Arts)
60 EXILE (Audiogenic)
61 POWERMONGER (Electronic Arts)
62 SPACE CRUSADE (Gremlin)
63 ROBOCOP 3 (Ocean)
64 F/A-18 INTERCEPTOR (Electronic Arts)
65 ELITE (Firebird)
66 R-TYPE 2 (Activision)
67 POPULOUS (Electronic Arts)
68 SILENT SERVICE 2 (Microprose)
69 NEW ZEALAND STORY (Hit Squad)
70 FINAL FIGHT (US Gold)
71 PACIFIC ISLANDS (Empire)
72 VROOM (Ubi Soft)
73 WINGS (Cinemaware)
74 BIRDS OF PREY (Electronic Arts)
75 MAN UTD EUROPE (Virgin)
76 PREMIERE (Core)
77 PRO TENNIS TOUR 2 (Ubi Soft)
78 DEUTEROS (Activision)
79 SUPER OFF ROAD RACER (Virgin)
80 RAILROAD TYCOON (Microprose)
81 F-19 STEALTH FIGHTER (Microprose)
82 CHUCK ROCK (Core)
83 STRIKER (Rage)
84 LASER SQUAD (Blade)
85 BATTLE ISLE (Blue Byte)
86 HERO QUEST (Gremlin)
87 CHAMPIONSHIP MANGER (Domark)
88 F-29 RETALIATOR (Ocean)
89 LEANDER (Psygnosis)
90 MOONSTONE (Mindscape)
91 HEAD OVER HEALS (Hit Squad)
92 GRAHAM TAYLOR'S SOCCER CHALLENGE (Krisalis)
93 TOP SECRET (PD)
94 TOKI (Ocean)
95 GOLDEN AXE (Virgin)
96 ARMOUR GEDDON (Psygnosis)
97 SILKWORM (Virgin)
98 INDIANA JONES AND THE LAST CRUSADE (US Gold)
99 BLACK CRYPT (Electronic Arts)
100 ISHAR (Silmarils)

YOUR TOP TEN

STAND UP, BE AND CHANGE

With AMIGA POWER's democratically sound Top 100 readers' poll.

It's been an astonishing *21* issues of AMIGA POWER since the results of the massive readers' poll were printed within these hallowed pages. In the intervening years, wars have flared up and died down (in the outside world, not in our office, obviously), civilisations have come and gone and we've printed an incredible two (count 'em!) complete listings of what we consider to be the best 100 games on the Amiga. The last one was back in AP37 and provoked a flurry of letters about how such-and-such a game was positioned too low, or how we misrepresented adventure games or degraded platformers and so on. Well, for all the people we annoyed with our carefully thought-out list of the best games – now's your chance to fight back.

Now's your chance to make a real difference to the world. Now's your chance to plant the banner of your favourite game on the highest alpine peak and shout out (in a loud and resonant voice) "In my valued opinion, this is the supremest game on the Amiga. May its power last for a thousand years!"

LIBERTY

Looking at the results of the last poll, it's hard to believe that it was less than two years ago. It looks completely ancient. Observe closely and you'll see games by the now defunct Mirrorsoft and Firebird and masses of games by US Gold, who've only just returned to the Amiga market after a protracted absence.

Then there are all the games that have spawned (for better or worse) sequels; *Heimdall, Alien Breed, Robocod* and *Pinball Dreams* to name but a few. Has your loyalty to such games naturally switched to the newer versions, or have you got bored of the entire thing and moved on to fresh new games?

FRATERNITY

And what a plethora of smart new games we've had on the Amiga in the last few months. Surely you've got to love the likes of *Syndicate, Cannon Fodder* and *Pinball Illusions* as much as we do? If so, then now's your chance to get it down on paper – and if not, we'd be ever so interested to hear what you like. Here's how it works...

ONE MAN, ONE VOTE

1 Think long and hard about what your favourite Amiga games are. Take some time over this part of the process, as you've only got one chance to get it right. You could maybe rummage through your disks or read old copies of AMIGA POWER to refresh your memory.

PD games are as important as commercial software in your choice. When you've finally decided, move swiftly on to step two.

2 Take an envelope and then seal it. Alternatively, find a postcard, small piece of cardboard or a disused cork floor tile. We really don't care as long as it doesn't need opening. Anything sent to us that requires snipping, tearing or cutting to get to your list will be binned instantly, as we do have much better things to do.

3 On the outside of your sealed envelope (or postcard, cardboard, tile, etc) list your top ten games. We repeat, we only need your top TEN games, not the full 100. Write both the game name and the authors/publishers of the game.

4 Send it into us at, "I strike a blow for Truth and Justice", AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW to arrive before Friday 23rd September and here's what we'll do...

DEMOCRACY

Using state of the art Apple Mac technology, we'll painstakingly type each and every game and its position into a powerful number-crunching program. This will sort out which games get the most votes and print out a complete run down on all the games voted for, how many votes they got and so on.

So go to it. We want to know whether you agree with our AMIGA POWER All Time Top 100. We want to know why there are an astonishing 13 football games in the current Gallup Top 30, and whether this soccer mania will result in a footy-heavy readers' Top 100. You've got about five weeks before we fire up the spreadsheet program, so exercise your democratic right as soon as possible. You know it makes sense.

E COUNTED
E THE WORLD

OUR TOP TEN

THE AMIGA POWER ALL TIME TOP 100

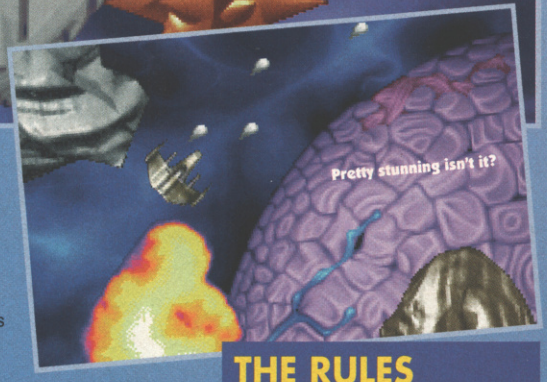
1 SENSIBLE SOCCER (Renegade)
2 CANNON FODDER (Virgin)
3 SPEEDBALL 2 (Kixx)
4 DYNABLASTER (Ubi Soft)
5 FORMULA 1 GRAND PRIX (MicroProse)
6 RAINBOW ISLANDS (The Hit Squad)
7 KNIGHTS OF THE SKY(Kixx)
8 EXILE (Audiogenic)
9 SYNDICATE (Electronic Arts)
10 PINBALL FANTASIES (21st Century)
11 APIDYA (Blue Byte)
12 GEM'X (Demonware)
13 WIZKID (The Hit Squad)
14 DUNE 2 (Virgin)
15 DESERT STRIKE (Electronic Arts)
16 F1 (Domark)
17 MICRO MACHINES (Codemasters)
18 HUNTER (Activision)
19 SECOND SAMURAI (Psygnosis)
20 LEMMINGS 2 (Psygnosis)
21 ASTEROIDS (PD)
22 GUNSHIP 2000 (MicroProse)
23 STARDUST (Bloodhouse)
24 RODLAND (Kixx)
25 HEAD OVER HEELS (The Hit Squad)
26 FLASHBACK (US Gold)
27 MORTAL KOMBAT (Virgin)
28 R-TYPE 2 (Activision)
29 THE CHAOS ENGINE (Renegade)
30 STUNT CAR RACER (Kixx)
31 DEFENDER (PD)
32 D/GENERATION (Mindscape)
33 LIBERATION (Mindscape)
34 SIM CITY (Maxis)
35 OVERKILL (Mindscape)
36 SEEK AND DESTROY (Mindscape)
37 YO! JOE! (Hudson Soft)
38 THE SETTLERS (Blue Byte)
39 SKIDMARKS (Acid)
40 LAMBORGHINI AM. CH. (Titus)
41 BLOB (Core Design)
42 BENEATH A STEEL SKY (Virgin)
43 PANG (The Hit Squad)
44 NO SECOND PRIZE (Thalion)
45 SABRE TEAM A1200 (Krisalis)
46 ARCHER MACLEAN'S POOL (Virgin)
47 NAUGHTY ONES (Interactivision)
48 PUTTY (GBH)
49 URIDIUM 2 (Renegade)
50 CIVILIZATION (MicroProse)
51 TETRIS PRO (PD)
52 IK+ (The Hit Squad)
53 PACIFIC ISLANDS (Empire)
54 F-29 RETALIATOR (The Hit Squad)
55 THE BLUES BROTHERS (Titus)
56 BOB'S BAD DAY (Psygnosis)
57 NICK FALDO'S GOLF (Grandslam)
58 HISTORY LINE 1914-18 (Blue Byte)
59 BUBBA 'N' STIX (Core Design)
60 ISHAR 2 (Silmarils)
61 SCOOBY DOO AND SCRAPPY (Hi-Tec)
62 MONKEY ISLAND 2 (US Gold)
63 SWIV (Storm)
64 SOCCER KID (Krisalis)
65 FURY OF THE FURRIES (Mindscape)
66 LURE OF THE TEMPTRESS (Virgin)
67 PARASOL STARS (The Hit Squad)
68 VIRUS (Firebird)
69 ALIEN BREED 2 (Team 17)
70 NEBULUS (Hewson)
71 HIRED GUNS (Psygnosis)
72 LOTUS ESPRIT TURBO CH. (GBH)
73 E-MOTION (US Gold)
74 WALKER (Psygnosis)
75 ANOTHER WORLD (Kixx)
76 PINBALL DREAMS (21st Century)
77 TEARAWAY THOMAS (Soundware)
78 CARRIER COMMAND (Rainbird)
79 R-TYPE (The Hit Squad)
80 POPULOUS (The Hit Squad)
81 MONSTER BUSINESS (Eclipse)
82 LLAMATRON (PD)
83 BOSTON BOMB CLUB (Silmarils)
84 KID GLOVES (Millennium)
85 WORLD CLASS RUGBY (Audiogenic)
86 SUPER HANG-ON (The Hit Squad)
87 ALIEN 3 (Acclaim)
88 BRUTAL SPORTS FOOTBALL (Millennium)
89 BUG BOMBER (Kingsoft)
90 ZOOL 2 (Gremlin)
91 PROJECTYLE (Electronic Arts)
92 ONE STEP BEYOND (Ocean)
93 KLAX (Domark)
94 THE SENTINEL (Firebird)
95 SWITCHBLADE 2 (Gremlin)
96 SHANGHAI (Activision)
97 ROBOCOP 3 (The Hit Squad)
98 JETSTRIKE (Rasputin)
99 PONG (PD)
100 FRONTIER – ELITE 2 (Gametek)

INVITE ETERNAL HUMILIATION

AND WIN A CD DRIVE FOR YOUR A1200! AND A COPY OF SUPER STARDUST TO PLAY ON IT!

WITH FIVE COPIES OF SUPER STARDUST FOR THE RUNNERS UP!

Cripes. So this is what it looks like.



Pretty stunning isn't it?

We have seen the future of video gaming, and it is *Super Stardust*. (We were actually hoping it might be the present of video gaming, but it was not to be.)

It features spinning rocks, enormous end-of-level bosses and explosions of such magnitude that they even sent us, the all-conquering AMIGA POWER team, scurrying for cover beneath our desks. And the CD32 version of *Super Stardust* will harness the formidable power of the compact disc medium to bring you gameplaying sophistication of an unprecedented level.

But as well as enhancing the abilities of the Amiga, CDs have caused a great deal of human suffering. Cam cites his Depêche Mode – The Singles CD ("They sounded so good in 1984," he lamented), while Jonathan D holds Nick Berry singing the theme from Hartbeat ("It was a present, I swear") responsible for most of his life's ills. Steve admits now that Hookers for Jesus! by the Spasmodics was a mistake, and Sarah never listens to her Jean Michel Jarre CD.

And, of course, you can't excuse bad CDs as easily as bad LPs, by saying they were just inevitable by-products of your reckless youth and that was all a long time ago now, because CD technology has only been available for about ten years.

INCREDIBLE PRIZES!

We've teamed up with Team 17 (hey...) to bring you not just a copy of *Super Stardust* on CD, but a CD drive to play it on as well. This awe-inspiring piece of hardware will plug into your A1200 (assuming you've got one) and bring to it the full capabilities of the CD32, opening up whole new vistas of gamesplaying opportunities. Or something. And on top of that, five runners up get copies of *Super Stardust*.

BUT AT A PRICE

Yes. And here's where we get back to that stuff about terrible CDs. What we require of you is the worst CD you've ever bought. The one that seemed like such a good idea at the time, but now has to be kept right at the bottom of your sock drawer in case anyone sees it. Album or single, it doesn't matter. Just send it to us, and we'll award prizes according to which ones offend our ears the most. Package the disk up safely and send it to us at:

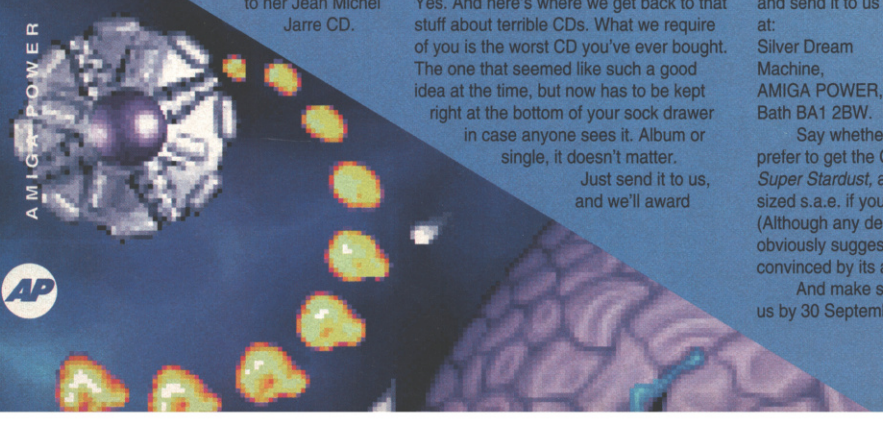
Silver Dream Machine,
AMIGA POWER, 30 Monmouth Street,
Bath BA1 2BW.

Say whether, as a runner up, you'd prefer to get the CD32 or A1200 version of *Super Stardust*, and include a suitably-sized s.a.e. if you want your CD back. (Although any desire to see it again will obviously suggest that you're not entirely convinced by its awfulness.)

And make sure your entry reaches us by 30 September 1994.

THE RULES

1. Employees of Team 17 and Future Publishing will be knocked to the ground and insulted if they try to enter.
2. Entries arriving after 30 September 1994 will have missed our deadline, causing endless trouble.
3. Nick Berry's decision is final.



UNIVERSE

Take Boris Verne, a uniquely ordinary guy...

One minute he's sitting quietly at his 35-bit Excellence Engine home computer. The next he's being transported to another dimension by his eccentric uncle's Virtual Dimension Inducer!

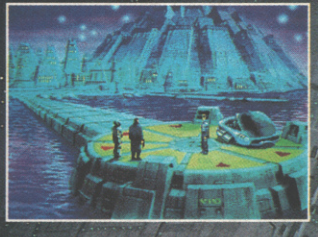
Imagine how he feels when he emerges from a rip in the space-time continuum into an unknown dimension...

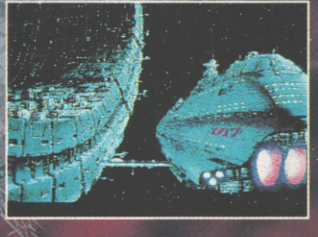
Encounter weird alien worlds and their even wierder alien inhabitants! Guide Boris on an action-packed chase across the gulfs of space to find a fabled lost star. Help him find the key to defeating the evil Golden King who rules his **UNIVERSE!**

Rotoscoped game character, with real-time scaling and over 500 frames of animation...

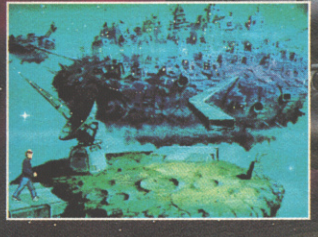
Lush, 256-colour hand-painted scenes teeming with background animations...

Feel the sense of total immersion in this parallel universe, enhanced by atmospheric, mood-responsive music...





Available on: Amiga (compatible with 500, 600 and 1200), Amiga CD32, PC and PC CD ROM



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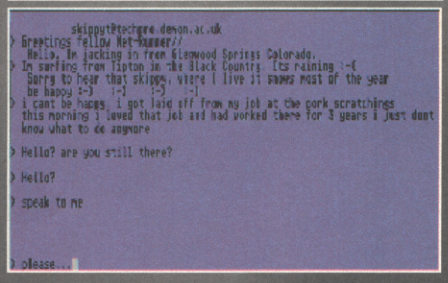
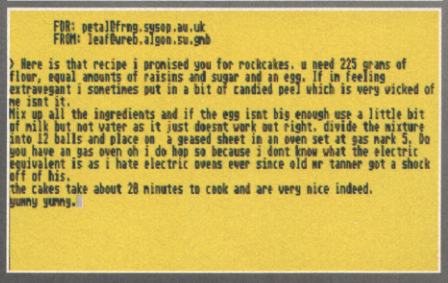
CRANK CALLS



Great Internet Games No 1: Making Crank Calls

What could be more fun than buzzing the US military? Or clueing in the Pope on the futility of Catholicism? Just send a note to your target's e-mail address and let Internet do the rest. Worried about investigation by the FBI? Just head your note 'ANONYMOUS' and the central computer will suppress your identity. Trust us.

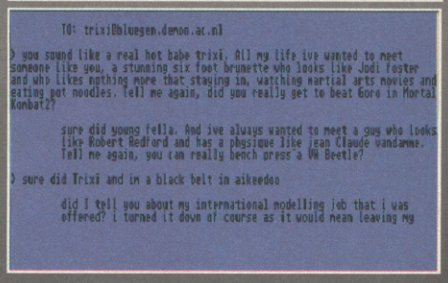
CHAIN LETTERS



Great Internet Games No 2: Forwarding Chain Letters

There's no better way to annoy someone than by pressuring them into passing on some nonsensical missive. Remember – if the person refuses, hint that you could easily send an 'ANONYMOUS' note challenging the US President's foreign policy, but accidentally sign their name to it. And not just their cybertag, either.

HIDE AND SEEK



Great Internet Games No 3: Playing Hide-and-Seek

'Ask' a friend for a game, and agree to start from some neutral location. Then you count to one hundred while they log on to another site, and after that the chase is on! It's just like playing hide-and-seek in your back garden – except with over 73 million places to hide in across the entire trans-global info-net. What fun.

CYBERSURFING

Once again, the steady advance of technology has brought pleas for help from our readers. "Dear Mighty Beings," writes Mark Dannert of Oldthorpe, "I fear that I stand alone among my contemporaries in not knowing about the Internet. This, of course, causes many embarrassing situations at parties, and I've run out of elderly relatives to have die at critical moments so I can flee into the night, my face burning with shame. Please help before I am forced to cut off my arm." Mark, you're not alone. There are many people oblivious to the obvious advantages of using the Internet to 'jack' into 'the matrix.' And it is our duty to DISSEMINATE ESSENTIAL INFORMATION. (Like we're doing now.).

So – the Internet then. What's it all about? Well, the simplest way to explain it is for you to think of your computer, and of a friend who also has a computer. Now suppose there were some way of getting the two computers to 'talk' to each other – say by means of a wire, or something. You could then 'ask' your friend what was on his computer and perhaps share that information. And, of course, he could 'ask' the same of you. Now suppose you had a second friend with a computer and a suitable wire. Both your and your first friend's computers could now 'talk' to the second friend's, and it could 'answer' back, as well as 'talking' to you without involving the second friend, and vice versa.

Well, that's all the Internet is. Just imagine that instead of two friends there were six or seven million – all with computers and wires – and you can begin to understand the excitement of being what some people are already calling "a radio ham of the '90s".

IDENTITY: ONLINE!

Using your real name on the Internet? Fatal error! You need a 'cybertag' – a cool phrase that disguises your identity while at the same time (and this is the tricky bit) cleverly expressing 'who you are.' Remember, you can choose to be anyone (or anything) at all. Let your imagination run riot. Take the name of absolutely anything you want. Like your favourite computer game, for example.

Unless you're a really great and best selling author, expressing emotion is a difficult thing to do in text. But fortunately some founding father of the Internet came up with the idea of 'smileys.' Smileys use characters freely accessible from an ordinary keyboard to form 'faces' that tell other Cybersurfers how you're feeling. For example:

:-) "I am feeling happy"
:-("I am feeling sad"
<:-@ "I am wearing a hat and acting very surprised"
(@%. "I have been mugged and had my face bitten off"

"I am a character from famous 1970s TV series The Tomorrow People."

See? It's easy!

'PUNKTUATION

Advanced users sneer at smileys. They prefer the more complicated form of expression they call 'punktuation. (An ingenious pun on the word 'punctuation' using part of 'cyberpunk.')

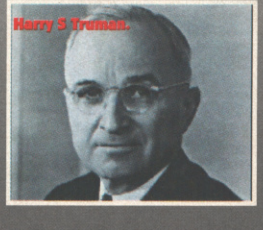
Usually you need to be 'in' with a Guru User to find out about 'punktuation, but you can rely on AMIGA POWER to DISSEMINATE ESSENTIAL INFORMATION.

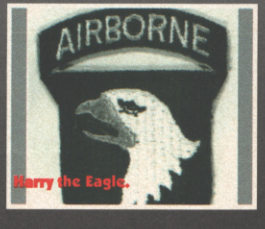
, "I want you to pause in your reading of this text"
: "I want you to prepare for a different idea"
! "I want to alert you to a surprising fact"
? "I want you to query the authenticity of the facts you have been told"
. "I want you to stop"

"I want you to be a character from famous 1970s TV series The Tomorrow People."

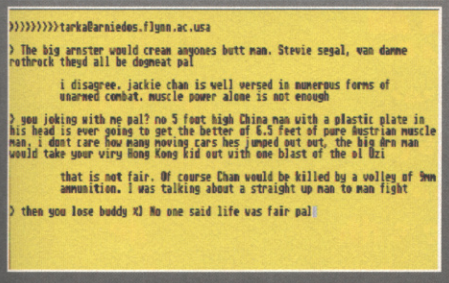
Sprinkle these around your documents and you too will be hailed as a Master Matrix-Jacking Guru User.

THINGS YOU CAN FIND





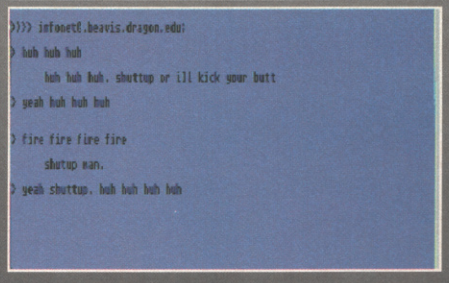
QUANTUM PHYSICS



Great Internet Games No 4: Quantum Physics Experiments

Talking to someone on the Internet? Suspicious that, although they claim to be of the opposite sex, they're not? Until you ask a direct question (or "measure their probability waveform") they are, in fact, existing in an indeterminate state of non-being – just like in Schrödinger's famous experiment with that cat in the box.

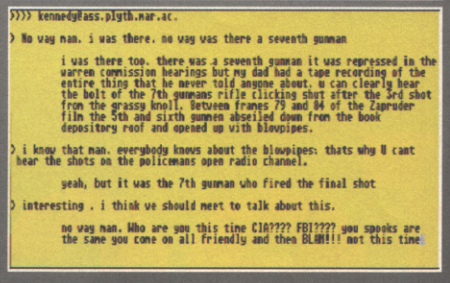
WORLD WAR 3



Great Internet Games No 5: Trying to Spark World War 3

... just like in the film War Games. We can't really help you with this one, beyond suggesting you look out for mail headed "SAC HQ " emanating from Cheyenne Mountain, North America. Try logging on as "TOTAL THERMONUCLEAR WAR", or using the passcode "Joshua" in an attempt to 'jack in' through 'the back door'.

HACKING



Great Internet Games No 6: Hacking

Obvious, really, but the true Cybersurfer goes for the more unusual targets. BT's main accounts computer, for example. Think of the satisfaction of penetrating their password security and actually reducing your own phone bill. Paradoxically, of course, the longer you take to succeed, the larger your bill will become. Still, eh?

USA

After AP30's virtual reality guide, you're probably asking, "What's the Internet, then?" Trust AMIGA POWER to disseminate this information.

CATCHING THE E-MAIL WAVE

1 CLOTHING Want to know what Informationsuperhighway Technowarriors wear on the street? Observing passers-by in your local town will reveal nothing as all true Netsurfers will be at home in their bedrooms, but there are several locations where they congregate. Statistically speaking, most Grid Jackers come from Universities or High-Tech Research Facilities, and in these twin bastions of cool, all manner of outlandish dress codes can be observed and recorded. Give it a whirl, garb yourself accordingly, and then lock yourself in your bedroom.

2 GENDER REALIGNMENT The easiest way to be popular on the Internet is to be female because, for many Inter-Playboys, talking to an anonymous female via a keyboard over a phone network is as intimate a situation as they can handle. If you know this information (and let's face it, INFORMATION IS EVERYTHING) then all you have to do is call yourself Sherry, Bubbles, Ki-Ki or somesuch name, and in no time at all you'll be everyone's best friend.

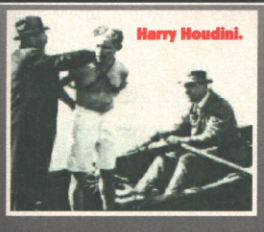
3 BE WARY OF OTHERS Statistics show that at any time, 37% of Net Traffic consists of boys pretending to be girls in the hope that someone will speak to them. The problem is that no one wants to shatter the illusion that they're talking to Cindy Crawford's little sister (real name – Wayne Putzney from Idaho) and so will never ask any probing questions. NEVER PROPOSE MARRIAGE OVER THE NET.

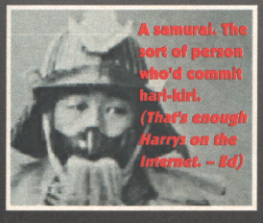
4 BE EXCLUSIVE! If information is the currency, then exclusive information is bullion. Japanese Grid Jockeys the Otaku realised this ages back, but it's taken the West a year or so to catch up. Whether it's Colonel Sanders' secret blend of spices gleaned from the KFC HQ mainframe or video images of Beth from Brookside snogging her lecturer, it really doesn't matter. Exclusivity is everything.

5 MOVE FREQUENTLY Net Surfing is the equivalent of phoning somewhere in the South Pacific every night of the week. For six hours. Moving into a shared house and refusing to allow itemised phone bills is one way of spreading the cost, jumping out of the window every time the burly Telecom bailiffs attack your door with sledgehammers is another. Never attempt to 'jack' into 'the E-Grid' using a portable phone – no one is that rich.

You are now armed with the information essential to become a High Overlord of the Infoautobahn.

ON THE INTERNET





AND FINALLY...

There comes a point in the day when the thoughts of even the most committed Cyber Otaku Matrix-Jacking Guru Overlord turn beyond the Internet. A time when that Cyber Otaku Matrix-Jacking Guru Overlord can consult a copy of AMIGA POWER, secure in the knowledge that we will DISSEMINATE ESSENTIAL INFORMATION about alternatives to Cybersurfing. Like we're doing now.

STREET SURFING
Turn off your computer and walk around – outside!

PAPER SURFING
Turn off your computer but remain abreast of current affairs by subscribing to a newspaper.

CEEFAX SURFING
Turn off your computer, turn on your TV and cruise the BBC's and ITV's very own Informationhypermotorway. Page 600 on BBC1 shows the day's TV listings, whereas 401 gives you a pretty weather map. Or you can recreate those 'Internet moments' with page 198 – the clock test page.

SURFING
Turn off your computer and go surfing.

SERFING
Turn off your computer and shoot peasants.

CYBERSURFING
Turn off your computer and then turn it back on again because you can't face the idea of living outside the Internet. Congratulations – you're a Cyber Otaku Matrix-Jacking Guru Overlord High Wizard. See you on the Internet! Or possibly not.

pop dub ? hip-hop rock

Techno ?

trance

ambient

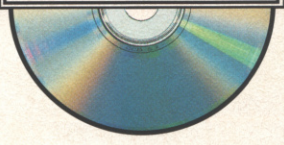
industrial funk

Jazz dance

? ?

?

FUTURE MUSIC



Whatever your thing,

hard-disk recording will give you the edge

Future Music's definitive guide shows you how to turn your Amiga into a powerful desktop recording studio.

***Future Music*, with dual-format CD, goes on sale Tuesday 23rd August**

Magazine plus CD

More than an hour of **essential listening,** plus **MIDI files** for your Amiga

GAMES

JUST WHO DO WE THINK WE WERE?

We're not just the two-dimensional cartoon characters portrayed in the magazine. We're living, breathing human beings, each with a complex past life, each with hopes and dreams for the future, each with some embarrassing photos of us in the 1970s...

IN 1975, JONATHAN DAVIES

... piloted the last US helicopter out of Saigon mere hours before North Vietnamese tanks crashed through the gates of the abandoned American Embassy. Following a gross navigational error he got lost over the South China Sea and landed on the flight deck of the USS Nimitz with but a few minutes of fuel remaining. For his courage and skill, the plucky youngster from Wales was awarded the Congressional Medal of Honour. (But he doesn't like to talk about it.)

IN 1977, CAM WINSTANLEY

... was the tallest boy in his class, towering an amazing 5' 10" above all the other seven year olds. He had straight brown hair (as opposed to the curly ginger mop he sports today) and was so thin that the static electricity from a 14" television set could drag him across a room. His fascination with guns was already deep-rooted, explaining the Webley .22 air rifle in his cupboard and the two Crossman .177 air pistols under his bed. He was madly in love with Princess Leia.

IN 1874, JONATHAN NASH

... was becoming worried about Charley The Messenger from the Sour Grapes Bunch. He'd noticed that whenever the character appeared in The Banana Splits Show, she was a different person, and extrapolated that the organisation mirrored SMERSH in its harsh treatment of failed operatives. His elaborate plans to use this information in order to become the fifth Banana Split fell through when he realised he couldn't make the lines "Flipping like a pancake, bobbing like a cork – Fleegle, Bingo, Drooper and Snork. And Jonathan" scan.

IN 1975, RICH PELLEY

... created a television show called Android Barge for his English homework. Rich's pilot script for the programme, in the face of the impending common market an Anglo-European production, was set on a robot-controlled barge travelling the computer-controlled inland highways of Britain in the amazing year 1988 – in reality, an ordinary canal boat covered in tin foil and filmed with an undercranked camera. The series idea was stolen by his English teacher and sold to BBC 1, and today Rich is locked in a courtroom battle that, sadly, he knows he cannot win.

IN 1979, STEVE FARAGHER

... was a punk. He wore drainpipe cords and got beaten for wearing a Buzzcocks badge by a bunch of hard lads from the big town. He had a cool mate called Doghead who used to wear smart suits like The Jam did and they hung out together in front of the newsagents in Sutton-on-Trent high street masterminding petty crimes for their subordinates to carry out. His idea of a good time was watching all five hours of Saturday morning telly while stuffing himself with sweets and then spending the afternoon in a sugar-induced hyperactive blur, predating Calvin's top Chocolate-Frosted Sugar Bomb antics by a good eleven years.

IN 1972, SUE HUNTLEY

... was practising the noises today recognised as the building blocks of speech and working hard at perfecting motor control. Her second tooth was coming through causing considerable distress at night, and her favourite food was Spinach and Cheese casserole from Cow and Gate's exhaustive range of baby foods. Her best friend was (and curiously still is) a musical clown called Clowny, who comforted her in times of need while simultaneously playing Tulips from Amsterdam.

IN 1976, SARAH SHERLEY-PRICE

... got horribly sunburned when she went on a day trip to Weston-super-Mare and forgot her official Canoe Squad sun hat. More importantly though, 1976 was the year she wrote in her diary, "I have a feeling of unalterable destiny. One day I shall work to compile the most significant piece of literature the world has ever seen." How right she was.

IN 1978, DAVE GOLDER

... was hideously fat and completely unaware of the existence of funk. He wore thick-rimmed glasses just like Roland out of Grange Hill, and wore colourful jumpers with stripes in them. His musical tastes extended as far as the Star Wars soundtrack, although he was starting to really get into Jeff Wayne's War of the Worlds. His big holiday break of the year was going to Woolacombe in Devon for a week with his gran and grandad. It rained.

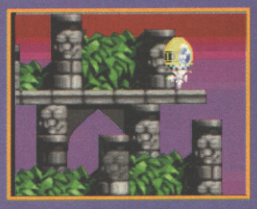
This is your funky techno Uncle Ted. We love him, and you should too.

He's mean, he's deadly, he's a wiz and he's unkillable. In short, he's a real pain in the bum.

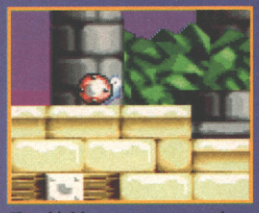
First there was a putty. Then there were a whole bunch of amorphous lookalikes. And now there's a squad of the original. Or something like that.

PUTTY SQUAD

QUITE A LOT OF VERY GOOD THINGS



This module's great for pinpointing all the Putty MIAs.



The shield stops mortars and makes a great clanking noise.

Strange I know, but if you go up to the bin and absorb it...

...a wheely bin trundles on and gives you a power up. Yum yum.

This cunning disguise lets you sneak past the stupid guards.

X-Ray specs show secret doors and are damned stylish too.

Finally, just a few samples of star power ups. A killer fist...

...and an even more killer dart gun mouth blowpipe erm, thing.

Game: Putty Squad
Runs on: A1200
Publisher: System 3
Authors: John Twiddy, Nick Lee, Jason Page
Price: £30
Release: September

FAX TRANSMISSION
FOR: CAM
FROM: JONATHAN DAVIES
RE: CLICHÉD OPENING PARAGRAPHS

Hi Cam. Sorry you're not feeling very well at the moment. Strangely enough though, the office seems to be working as a cohesive unit without you, so I guess you're not the irreplaceable computer journo god you always imagine yourself to be. Anyway, I've got the doctor's note you sent in, so get well soon and only come back when you're no longer contagious.

Spending three weeks in bed must be a real drag, so I'm sending something for you to play, and while you're playing it, you might as well review it as well. It's the sequel to *Putty* (AP18, 90%) and it's imaginatively titled *Putty Squad*.

However, I'm a bit worried that your opening paragraph will read like every other review of the game in rival (and inferior) mags, so on no account include any of the following:

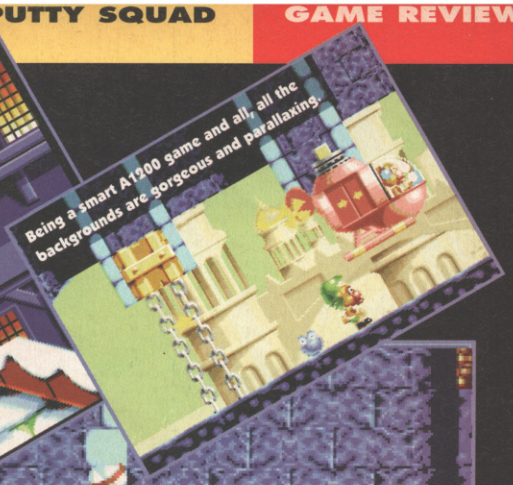
1. Any mention of windows falling out due to lack of putty. It simply isn't funny anymore.
2. Any mention of *Blob*, *Globdule* or any of those other amorphous blob-related games.
3. Any childhood reminiscences of how great Silly Putty was, or how your mum nearly killed you when you lost some and it melted into the carpet.
4. A plot synopsis of your favourite episode of Trap Door.

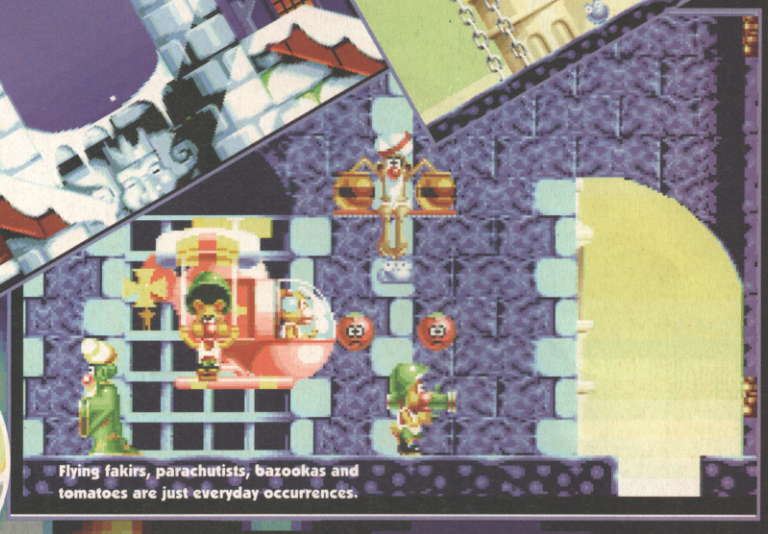
That's about it then. Enjoy yourself and keep taking the tablets. Hah.

FAX TRANSMISSION
FROM: CAM
TO: AMIGA POWER
RE: PUTTY SQUAD PROBLEMS

Hello Team. Glad to hear you're all so concerned about my well being. I've not managed to play the game yet as there's some doubt about whether autoclaving the Amiga will ruin it or not, and interference from the TV stopped my respirator earlier today, so that's another problem the paramedics will have to sort out. I remember the

"Interference from the TV stopped my respirator"

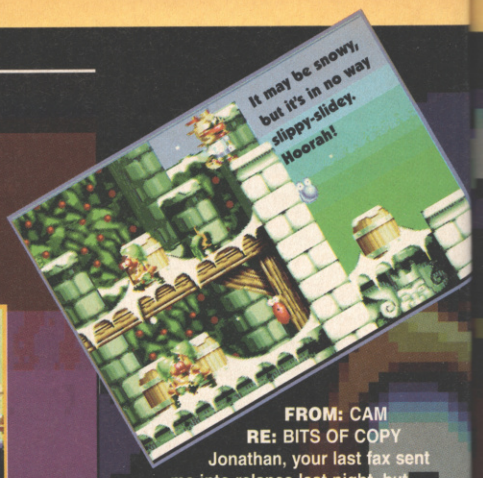



Flying fakirs, parachutists, bazookas and tomatoes are just everyday occurrences.

Glasses are cool insists Putty, lobbing a few bombs.

Breaking momentarily from the platform action, Putty flies through the night.

WHO SAID KICKING CATS CAN'T BE FUN?



FROM: CAM
RE: BITS OF COPY

Jonathan, your last fax sent me into relapse last night, but I've managed to play the game and (with the help of a stick tied to my head and a nurse to mop my fevered brow) laboriously typed out the first few bits of my review. I'll leave you to bolt on some kind of an intro passage, so here's some game critique...

One thing you notice about *Putty Squad* is that when you play it, the world takes notice. Maybe it's the relentlessly silly sound effects, perhaps it's the almost quite listenable music, or maybe, just maybe it's the fact that whoever's playing it looks like they're having a truly great time. It's a fun platform game. I repeat, it's a fun platform game. Do you have any idea how incredible those words sound to all us lot at AMIGA POWER?

We play games all the time because it's our job, but if there's one thing guaranteed to ruin our day, then it's another bland platformer. Just when I was beginning to think that every forthcoming platform game was going to be terrible, *Putty Squad*'s come along and restored my faith in the future of video games.

BANDAGES

For a start, it doesn't feel like a platform game. This might be because the platforms, ladders and lifts are so well integrated into the scenery that there's none of that ridiculous 'platform suspended in nothingness' nonsense, but at the same time, since all the ladders, lifts, etc actually look like ladders, you rarely dive at something only to discover it's scenery. The fact that you control a stringy blob of putty also takes away that platform feeling, as all the normal climbing and jumping action's transformed into stretching, squishing and bouncing, which is neatly accompanied by tortured balloon sound effects.

"Jump up and punch a dog soldier"

Another innovation is that the levels are different shapes. It's such a simple idea that I'm surprised more platform designers don't use it, but there again, it does require a modicum of thought. In most platformers, you start off at the bottom left hand corner and work your original game fondly, although it did have shortfalls. It was too small and I thought far too fiddly in places, but System 3 reckon they've sorted that out. *Putty Squad*'s got over 50 levels (as opposed to the paltry seven in the original) which does sound a bit more like it.

ECT

The original game had some inoffensive story about rescuing robots to build a tower, but this one's got the storyline from hell. Have you ever seen Apocalypse Now? Well, Putty's now in the Martin Sheen role, Dweezil the cat's his support man and another cat called Napalm's playing Kurtz. There's also a whole load of dogs playing the parts of foot soldiers and millions of local frogs as the bewildered natives. You've got to go in, rescue prisoner of war puttys and take out Napalm, but all this typing's plum tuckered me out, so I'll give it another go tomorrow.

FAX TRANSMISSION
FOR: CAM

FROM: JONATHAN DAVIES
RE: EXCUSES

What is this? Feel sorry for Cam week? It must be awful for you lying in bed while the rest of us work our derrières off. Don't give me excuses. Play the game. I must have the copy by Friday. Or you're fired.

FAX TRANSMISSION
FOR: JONATHAN

way right, but in *Putty Squad*, some levels are long and thin, some are tall and thin and others are square. This means that you've got to work pretty hard to find all the prisoner puttys and bring 'em on home.

COUGH

Look Jonathan, that's all I can do, honestly. The doctor says I should rest tonight seeing as the transplant's tomorrow morning, and I think I might be getting a cold. I'll type more out later, but now I'm tired. So very, very tired.

FAX TRANSMISSION
FOR: CAM
FROM: JONATHAN DAVIES
RE: YOUR EMPLOYMENT
You call that reviewing? It's pathetic, and worse than that, it's not enough to fill the page. I've instructed your surgeon to operate under local anaesthetic, and you can damn well type while you're lying around. I need this review finished quickly, otherwise it could well be time for you to re-examine your position on the mag.

And what about the graphics, why haven't you mentioned that yet? Putty slithers and bloats and slinks along wonderfully. All the other characters look straight out of a cartoon, but you haven't mentioned them. The way the dog soldiers load the mortar or pull out their guns before they fire is masterful animation, yet you've not mentioned those either. Or the floating mystic throwing angry tomatoes at you, or the way that baddies go out in a load of bubbles in the underwater levels, or the neat way each and every character's animated perfectly. Why haven't you mentioned these yet? Sort it out by tonight or send in your surgeon to clear your desk.

FAX TRANSMISSION
FOR: JONATHAN DAVIES
FROM: CAM
RE: SUPERIOR GAMEPLAY/SEVERE HAEMORRHAGING
Can't... think... It's the.... special medicine they've given... me. Think Cam, think think think.

I was going to mention the graphics in the captions and leave the gorgeous pictures to tell their own tale. Once again I'm touched by your overriding concern for my well being.

DRUGS

I was planning on using the space saved by not mentioning the graphics to rave about the superior and well thought-out gameplay. Have you actually played the game yet? It's superb. Like most platform games you have to pick things up (in this case the MIA puttys and stars) but there's also a wealth of power-ups and helpful items available.

The stars first. They increase Putty's punching power, so he goes from a normal punch to power punch, darts, electrocution and even bombs which make whacking out all the nasties a lot easier. Every time you get hit, you lose a star, so sneaking around the levels is rewarded by your power gradually increasing. As well as the normal attack, if you jump up and punch a dog soldier, he flattens down into his helmet and then use his compressed bod as a weapon to take out other nasties, a bit like in the *Mario* games.

Come to think of it, there's a good few *Mario* touches, such as secret doors and blocks that regurgitate helpful items when you jump on them. If you tap enough blocks or smash enough crates, you'll find all manner of Good Things such as Groucho Marx novelty glasses and nose sets, shields, springs, cat food and nitro glycerine. Out of all of these, the cat food's one of the most vital ones as it's the only way to lure Dweezil to you. (Dweezil, if you remember, was your enemy in the first game, but now Putty's formed an uneasy alliance with him, and being a bit of a fat cat, you can thump him and use his prostrate form as a trampoline to reach those hard to get to platforms.)

It's a bit of an odd idea, but the real joy of *Putty Squad* is that everything is logical within its own odd little world. I hate games where some things float and others don't, where you can move some objects but not others and where you can swim across some levels and in others water's fatal.

There's none of that in *Putty Squad* though, so you can move the unconscious Dweezil with a punch the same way you can slide a nitro bomb over to a mortar bunker.

There's loads of little bits in the game that are brilliant refinements. Rather than battling both ways to reach a prisoner putty, you can often drip down through the floor and escape using an alternative route, or if you miss a moving platform, you can often reach the other side rather than pointlessly falling to your death.

Which brings me neatly on to the few gripes I've got with the game. There's too many instant deaths for my liking, most notably of the falling off the bottom of the screen variety. The screen's so busy and wonderful and colourful that it's hard to work out where the bottom of the level actually is, so you often jump down a hole only to find you're dead. There are also a few baddies that kill you the instant you touch them, which is something I could do without, but they're usually easy to spot and avoid, and aren't a complete disaster. Minor problems indeed for such a great game, so buy, buy buy!

FAX TRANSMISSION
FOR: CAM
FROM: JONATHAN
RE: PICTURES
Oh that'll do I suppose. When can you come in and take all the pictures?

FAX TRANSMISSION
FOR: JONATHAN
FROM: CAM
RE: EXPRESSING SHOCK AND DISBELIEF
Hnnnng...

● *CAM WINSTANLEY*

It's Uncle Ted, doing his groovesome thang. Again.

Even underwater, Putty still packs a mean right.

A1200

UPPERS Think of every good game superlative and apply it to Putty Squad. Fantastic graphics and sound, awesome addictiveness and refined gameplay – it's got the lot.

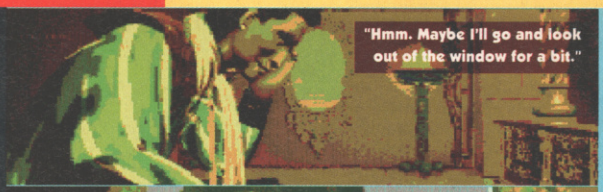
DOWNERS Too many instant death scenarios such as falling off the screen and hitting rock hard nasties. Finding the door at the end of each level's a bit of a pain too.

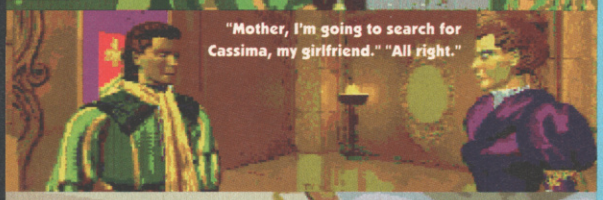
THE BOTTOM LINE

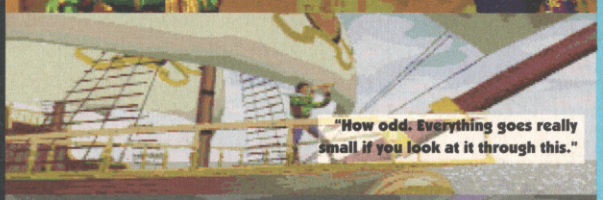
It's big, it's bold, it's beautiful and it's a real shame that you can only play it on an A1200. Every aspect of the original Putty has been improved on and the 50+ varied levels will keep you going for ages, making this the first worthwhile platform game to come out all year.

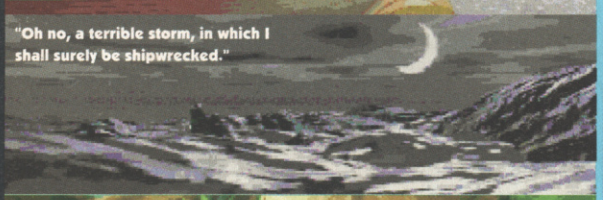
91 PERCENT

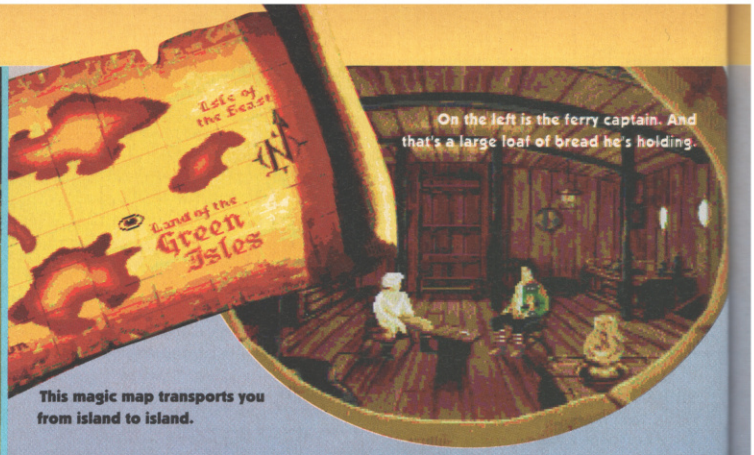
PRINCE ALEXANDER AWOKE TO FIND HIMSELF BY THE SEA, AND WALLOWED IN THE AUTUMN MIST











This magic map transports you from island to island.

KING'S

Runs on: A500, A600, A1200
Publisher: Sierra
Authors: Roberta Williams (original design), Revolution (conversion)
Price: £35
Release: Out now

The chances are that most fans of the last *King's Quest* game, number five, will either be dead by now or too weakened by old age to operate their Amigas properly. It was reviewed in AP7 – that's an incredible three years ago, almost – making *King's Quest 6* one of the most, er, awaited sequels ever. As for *King's Quest 4*, well, heaven knows. It probably came out before the Amiga was even invented, and involved wooden cylinders with bits of card and mirrors stuck to them.

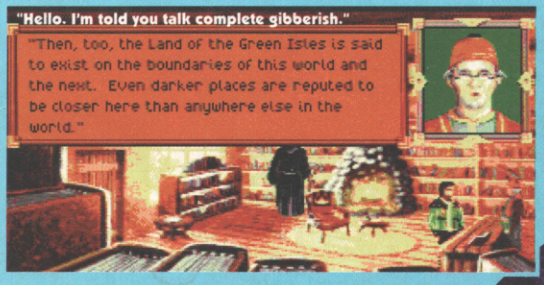
That being the case, it's perhaps surprising that the mechanics of *King's Quest 6* – the user interface and so forth – are almost indistinguishable from *King's Quest 5*'s. There's still that little bar of icons at the top of the screen, and you still cycle through the most frequently-used ones by pressing the right mouse button. Three years of progress has changed nothing. That's not necessarily a bad thing, as the system's fast and efficient, but it's been overtaken by more recent point-and-click adventures in terms of slickness, and it doesn't let you do much interacting with other characters.

PRINCESS

Rather more of a pity is that the storyline feels just as dreary and clichéd as *King's Quest 5*'s. It's filled with the same old princes and princesses and grand viziers, the same old shopkeepers and sailors and lamp-sellers, none of them with any discernible personality, and all of them spewing out screenfuls of dialogue that simply isn't worth reading.

But after the initial disappointment has faded, it's business as usual. *King's Quest 6* (subtitled 'Heir Today, Gone Tomorrow') is just as big and enjoyable a game as the last one. Bigger, in fact.

You're Prince Alexander (and not a king at all), and you've been shipwrecked on an island. And – oh no – Cassima, the

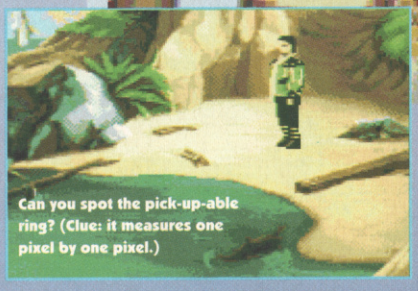


princess you used to go out with, seems to have become engaged to an evil vizier who won't let you anywhere near her, and who'll become ruler of the Green Isles if the wedding goes ahead. But where's he keeping her? Why doesn't she fancy you any more? How can you persuade the townspeople of your royal identity. Will Patch get out of the way of that car in time? And who is the mysterious Mr Small? Just some of the questions you must find answers to. (And some you mustn't.)

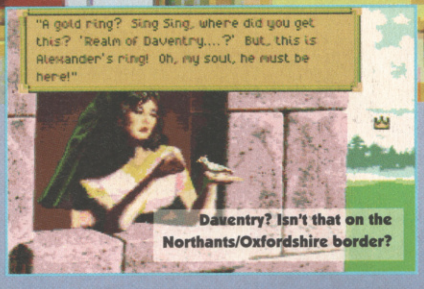
And actually, maybe that stuff about the storyline isn't absolutely fair. Much of your time will be spent chatting to shopkeepers and wizened old sailors, true, but *King's Quest 6* does occasionally manage to pull itself together. One of the islands you'll travel to is enchanted, for example, and features a series of bizarre Alice in Wonderland-style puzzles involving insomniac oysters and a rotten tomato who's incredibly rude to you. And then, much later on, there's a great bit where you travel through the underworld to fill up a flask from the river Styx. There aren't a huge number of locations, but most of them have several puzzles to solve, and quite often change when you return to them later.

The graphics are nice, too. Sierra were originally planning to release an enhanced 256-colour version for the 1200 as well as this 32-colour version, but decided that it looked so good already there wasn't much point. And we're prepared to give them the benefit of the doubt. The scenery's lovely, and there's stacks of animation.

History seems to have forgotten the adventures of Captain Jones, who discovered the Isle of Wight in 1889.



Can you spot the pick-up-able ring? (Clue: it measures one pixel by one pixel.)



Daventry? Isn't that on the Northants/Oxfordshire border?

If you drew up a list of the Top 10 point-and-click adventure crimes, though, and held it up alongside *King's Quest 6*, you could tick off at least eight of them. Yes! it has you hunting around each screen with the cursor trying to find minuscule objects to use. Yes! not only that, but the cursor doesn't change when you move over them, so you have to keep reading messages like "You cannot pick up the cliff face" until you strike lucky. Yes! many of the puzzles are so obscure that you've often no option but to simply try everything in your inventory until something happens. Yes! there are pointless sudden deaths – including one notable one near the beginning when you're invited to join somebody for a swim in the sea, then promptly drown when you do so and are told that he must have been an exceptional swimmer. Riled by this, you'll find yourself automatically saving every few seconds just in case something similar happens, with the game's atmosphere suffering accordingly. Saving should be something you do before you have lunch or go to bed, not a routine precaution to be taken before every move.

"Insomniac oysters and a rotten tomato"

AMBASSADOR

But even so, loads of people bought and enjoyed *King's Quest 5*, and they're unlikely to be disappointed with the sequel. If the basic game engine remains stuck in the past, the storyline's stronger and the puzzles more absorbing. Some of the characters are almost memorable, and some of the jokes almost sufficient to raise a smile. It deserves to be scorned for remaining stuck in the past while all around it games like *Beneath a Steel Sky* aspire to newer, greater ideals. But at the same time it's ten disks full of reasonably solid entertainment. And anyway, you'll already know if you want to buy it, and if so, you probably already will have. My only hope is that before they get stuck too far into *King's Quest 7* (reported to carry the even worse subtitle of 'The Prince-Less Bride', indicating some sort of role-reversal scenario), Sierra check their watches and suddenly realise it's 1994.

● *JONATHAN DAVIES*

UPPERS Pretty graphics, and a general hugeness that most other adventures struggle to match. The plot is never actually bad, and often quite good when it puts its mind to it. It's likely to take you several weeks to complete...

DOWNERS ...although much of that can be put down to the frustrating obscurity of the puzzles, and the defiance with which the game hides important objects in the scenery and then bombards you with tedious responses when you try to search for them. The script lacks sparkle, too, and could do with some attention from a Lucas Arts defector. And a hard disk is essential.

THE BOTTOM LINE

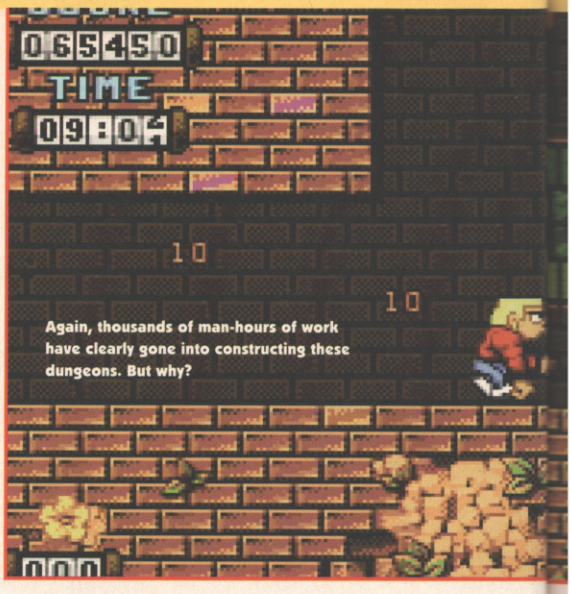
It's another point-and-click adventure, and a big one with a name that should ensure it sells plenty. But you're unlikely ever to actually think, "That's really good, I liked that bit," while playing it. In fact you're much more likely to be given copious opportunities to growl, "Grr, how irritating."

70 PERCENT

THE BOTTOM LINE

A1200 What? Aren't you paying attention? I've already said that this version looks so good that Sierra have decided against an AGA one.

First there was *King's Quest...*



KID

What would you do if you were catapulted forward thousands of years?

Game: Kid Chaos
Runs on: A500, A600, A1200
Publisher: Ocean
Authors: Magnetic Fields
Price: £25.99 floppy £27.99 CD32
Release: Out now

Phew. Good job we held off reviewing *Kid Chaos* until it had been completely finished and had had its name finalised, eh? Otherwise we might have done something embarrassing like writing 'Kid Vicious' on our cover.

But anyway. Nomenclature confusion aside, *Kid Chaos* looked decidedly impressive when Ocean first showed it to us last month. Developers Magnetic Fields really did seem to have got to the bottom of what makes a good platform game.

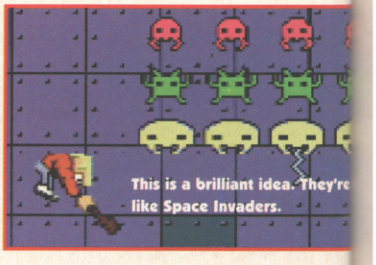
Kid Chaos didn't just scroll really fast – heck, a game could scroll from one side of the playing area to the other in 0.25 seconds without necessarily being any fun – but it made use of that speed by sending you flying joyously through conveniently-placed lines of collectables, hurling you miles up into the air and flinging you from bumper to bumper in pure rapture. And on top of that it was full of original thinking, like having little *Duck Shoot* and *Breakout* games at the ends of levels. Magnetic Fields genuinely seemed to know what they were doing.

So it came as something of a surprise when I jumped down a shaft near the end of level 3 and got killed by some spikes. There weren't any spikes at the bottoms of the last two shafts I'd jumped down. I had no way of knowing there'd be some at the bottom of this one. I put my head in my hands and wept, realising for the first time that *Kid Chaos* is, in fact, no different. It's just like all the others.

"Burst joyfully out of the end"

JUMP

And as it turns out, *Kid Chaos* is a game of extremes. On the one hand there are the brilliant, truly inspired features like the spiky balls which make stereophonic swooshing noises as they swing from side to side (once you've turned off the ill-advised rave soundtrack), and the way your power level gradually rises if you stand still, so you can trade time for energy, or the little room in the Toy Factory where you've got to bash into rows of Space Invader-shaped baddies. And on the other hand there are pointless, brainless things like barrels which suddenly come rolling towards you giving you no chance of avoiding them unless you're expecting them, and bumpers which send you flying backwards into spiky pits, and spikes which blend into the background so well that, although you can just about make them out while you're standing still, you've no chance of spotting them when the screen's scrolling, and – perhaps most witless of all – orange bubbles which inexplicably appear *directly on top of your sprite* and kill him. It's a bizarre kind of Jekyll and Hyde-type situation, good versus evil, and at the moment I'm not exactly sure which side triumphs.



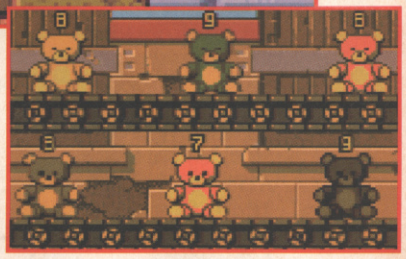
Going back to the good things, the settings make a refreshing change. You'll find no slippy-slidey ice worlds or runaway mine-carts. Instead there are neat ideas like the Toy Factory where all the toys are running amok, and the pollution-ridden Toxic Wasteland, even if it does start off in a garden.

RUN

The graphics are generally all right as well, if a bit muddily-coloured. The levels are about the right length, and each one's got a different emphasis, whether it's having to make your way carefully through a particularly trickily-placed series of platforms, having to hunt around for thinly spread Smashable Things (which you've got to hit a certain number of to open each level's exit), or simply having to race to the end against a particularly tight time limit. This, along with the amusing end-of-level bits, makes for a game containing plenty of variety.

But what about the momentum on Kid himself? It's a real effort to get him moving, and just as tough to get him to

CHAOS



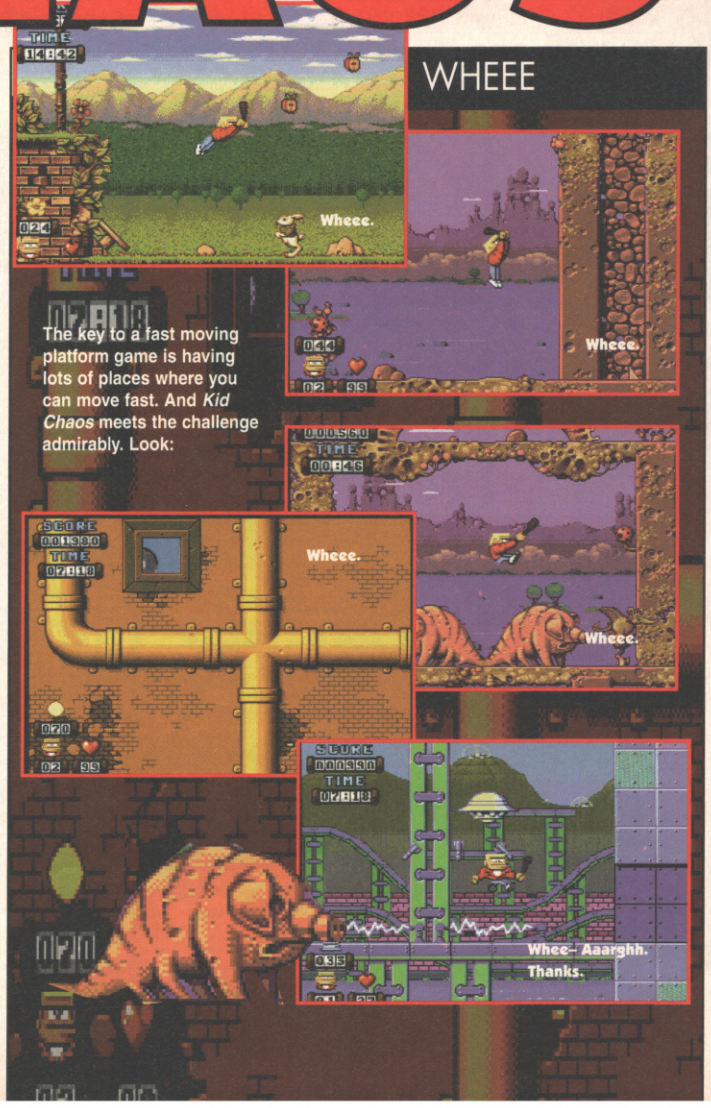
stop again, which means he's constantly blundering into baddies, sliding off platforms and not being able to make it off collapsing platforms. And he's hardly the most identifiable-with of characters – a caveman in Zany Cool Sneakers who I was rarely sorry to see plunging to his death. Cute woodland animals might be clichéd, but they do at least appeal to the protective instinct in us all.

Kid Chaos has got lovely bits where you go whizzing along winding pipes and burst joyfully out of the end, and then completely stupid bits where you've got to tiptoe between closely-placed crushers, only can't possibly make it through because the controls are so sluggish. It sends you bouncing in exhilarating zig-zags between carefully-placed bumpers, but then puts an electric force field at the end that you go flying towards and die. It recognises a second disk drive, but then draws a huge picture of a disk on the screen and writes "Please insert disk 2" when disk 2's already there. AND THERE'S A POWER-UP THAT REVERSES YOUR CONTROLS.

I desperately wanted *Kid Chaos* to be a great game and, on balance, I think I like it quite a bit more than I hate it. But it's almost as if Magnetic Fields spent months writing this beautifully platform game, fine-tuning it down to the very last detail, and then left it on the kitchen table overnight ready to post off to Ocean the next day, whereupon some mischievous mice crept in and inserted a load of completely ridiculous flaws into it, in a sort of reverse Tailor of Gloucester scenario.

And yes, it does look like *Sonic*.

● *JONATHAN DAVIES*



The key to a fast moving platform game is having lots of places where you can move fast. And *Kid Chaos* meets the challenge admirably. Look:

UPPERS Doesn't just half-heartedly mimic *Sonic*, but manages to capture all the best bits of it. In places it's truly uplifting as you get sucked along pipes and thrown from bumper to bumper. The graphics are consistently good, and the sound effects are pretty spicy too. There's a thoughtfully-implemented password system. And above all it's varied, getting more and more complex the further you get.

DOWNERS But there are enough classic blunders to keep Kangaroo Court going for months. Spitefully-placed spikes, obstacles you can't avoid unless you memorise the entire game's layout, sluggish controls and restart points directly in the path of deadly laser bolts conspire to make it intensely frustrating.

THE BOTTOM LINE

Kid Chaos could have been something really special, but is relegated to mere 'Well worth a look' status by a catalogue of ludicrous flaws. If you buy it, be prepared to explain your blood-curdling howls of exasperation to the neighbours.

71 PERCENT

THE BOTTOM LINE

A1200 Looks the same on the 1200. There's a CD32 version, though, if that helps, which outrageously costs £2 more and features marginally-improved graphics and sound.

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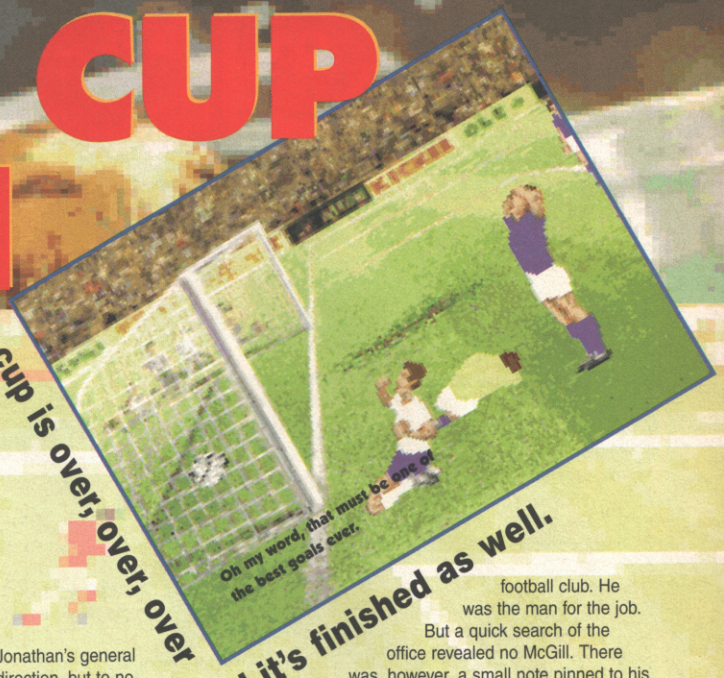
ON THE BALL WORLD CUP EDITION



Just what is going on here? The world cup is over, over, over and it's finished as well.

Runs on: A500, A600, A1200
Publisher: Daze
Authors: Ascon
Price: £30, £33 (AGA version)
Release: Out now

Just another day in the Sam Cruise detective agency, except it was the AMIGA POWER office.

"Good morning!" said Cliff (from Daze) as he strolled in. "I've got a great new football management game. From Germany." He waved it around hopefully.

"Oh good," mumbled JD unconvincingly, trying to hide under a desk. "I'll get someone to review it straight away. Thanks Cliff. No, really," he added more loudly as Cliff (from Daze) ran away.

JD eyed the game with suspicion, already regretting his impetuous words. Perhaps Cam would care to review the game? He glanced across at his Deputy Editor, who was always coming up with top ideas for features and suggesting JD go on holiday and was never asked to make the tea, just in case. Cam was carving the words, 'I despise football with every fibre of my being' into his desk with a sickle.

THICKENING PLOT

Jonathan Nash then. JD slid the game inconspicuously across his desk in Jonathan's general direction, but to no avail, for Jonathan was in a different room using seven thousand pounds' worth of complicated scanning equipment to digitise himself into an episode of Animaniacs. JD gnawed his lip.

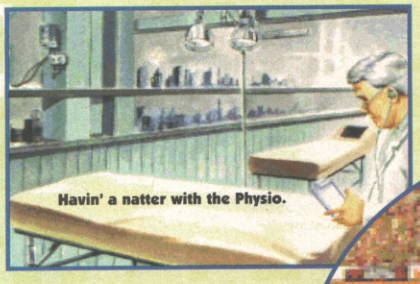
Suddenly, light burst upon him. Steve McGill! He was always going on about Kilmarnock and they, apparently were a football club. He was the man for the job.

But a quick search of the office revealed no McGill. There was, however, a small note pinned to his computer. "I've had enough," read JD, his stomach between his knees. "Nobody respects my religious beliefs, so I'm off to make my fortune with the script of a new Tom and Jerry cartoon, Killie Kitty." The hapless Editor fell back into his chair, perspiration spotting his brow. Surely he wasn't going to have to review a... a... football management simulation himself!

Just then a familiar figure appeared. It was AP's tousle-haired Production Editor, Steve Faregou. Fagaarrr. Steve, er, Thingy, and he was whistling something. Something tantalisingly familiar. Why, it was the theme tune to Match of the Day!

"Steve," cried JD, almost excitedly, "do you like football?"

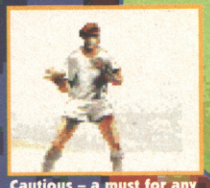
"Already regretting his impetuous words"



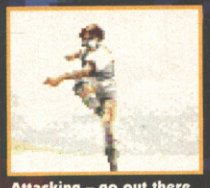
WHAT'S YOUR STYLE?

Before each game you choose two elements that decide what sort of style you will play. The basic types shown here are only one factor. The aggression rating (see over) is the other. This is in addition to the normal formations and stuff.

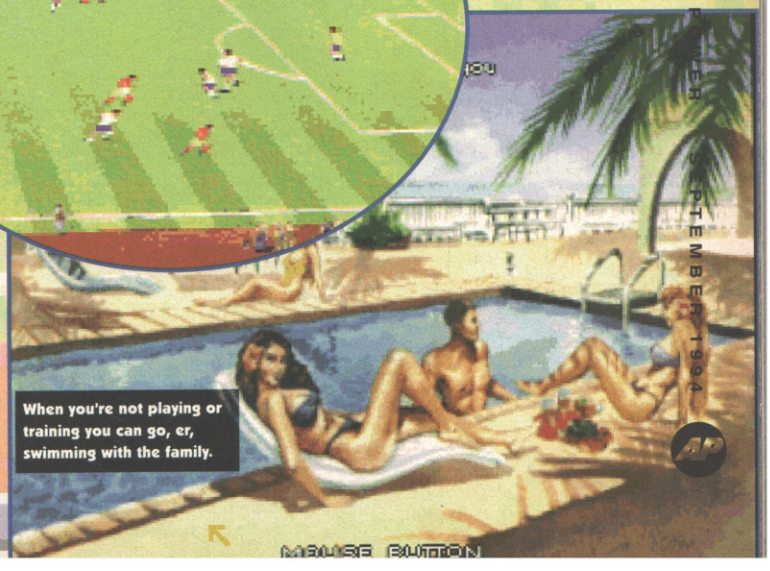
Defensive – getting back behind the ball.


Cautious – a must for any final you might be in.

Counter attack – just like the danes.


Attacking – go out there and give it your all.

All out attack – 3-0 down and ten minutes to go.

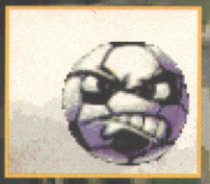


CHOOSE YOUR LEVEL OF FILTH

Nice 'n' gentle – best reserved for friendlies.

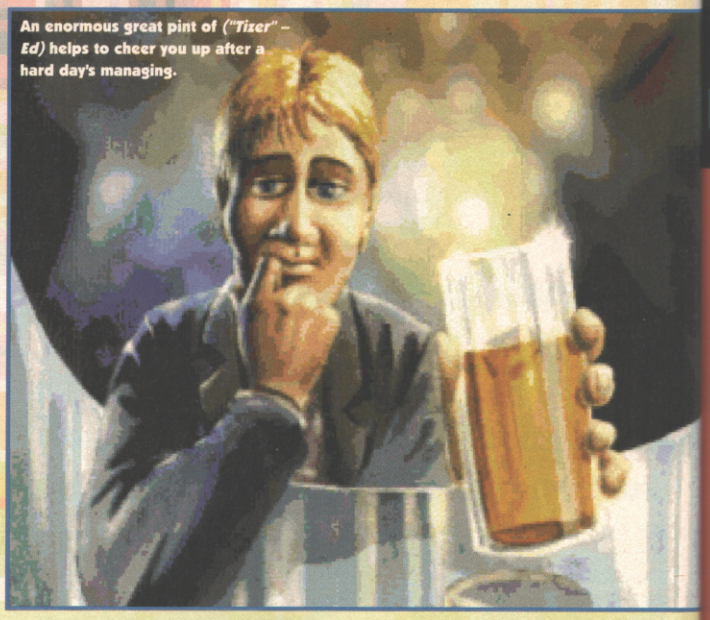
Fair – still a tiny bit weak actually.

Normal – don't risk that sending off.



Hard – show them who's boss from the start.

Brutal – Wimbledon '88 Cup Final team, basically.



An enormous great pint of *("Tizer" – Ed)* helps to cheer you up after a hard day's managing.

Steve jumped back in alarm, dropping his copy of 90 Minutes and nearly snapping the harness of the complicated car-battery-small-television-video-recorder arrangement he was using to watch the 1958 World Cup (Brazil v Sweden). "Possibly," he answered guardedly. JD ate a chocolate biscuit in triumph.

GLAD

And so it came to pass that I got to review *On the Ball World Cup Edition*. And am I ever glad. It's terrific. It's also incredibly big (about 10Mb) which means it's best to play it from hard drive or have at least two external drives.

The plot's the same old thing: your task, as a national coach, is to prepare and qualify a squad for the World Cup. Or, if you prefer, you can skip all the qualification process and go straight into the Cup. You can choose to be the coach of any team in the world and you have a period of months over which to organise friendlies and training sessions around the qualification matches.

It's the way the game's been put together that makes it so enjoyable. Number-crunching's kept in the background where it belongs, leaving you to get on with the important business of bellowing in disbelief as your striker completely misses his shot and nibbling your tieclip in a frenzy as the opposing team swoops on your goal. The highlights are a mixture of running text commentary and 3Dish animated bits, and they mesh perfectly. Which is more than can be said for your players.

CLEVER LINK

Quite possibly the finest aspect of *On The Ball* is its storytelling feature. You know how in other footy manny games your players are just a group of statistics? In *OTB*, they really do come to life, training badly, attacking unkind journalists, having good days and off ones. As coach, you have to attend press conferences, give interviews on the touchline after an important match, deal with players' personal problems (when I was playing, one of my team fell madly in love, which affected his form) and make stirring speeches at half-time, being sure to single out the right people for praise otherwise everyone else will get cheesed off. It's a level of involvement that turns a game into a memorable story – something I've never before seen in a footy sim.

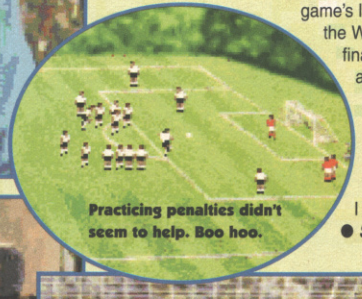
The game's also helped a lot by the excellent graphics. The match highlights are true Roy Of The Rovers, and the static in-game screens are beautifully drawn. Even after several hours of playing, I was still discovering new pictures – and some of them are really funny, displaying an unusual (and hugely welcome) lightness of touch.

This sort of skewed thinking is typical of the approach to the game – make it fun to play, and all else will follow. And, of course, it is fun to play. The menus are all easy to use, the results of the matches are believable, and your decisions have a significant effect on those results.

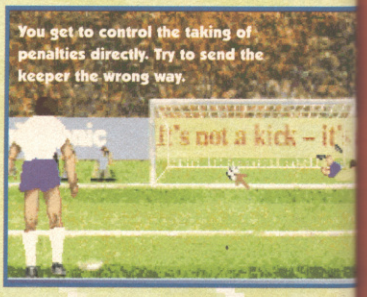
You get to know your players, tailoring their training accordingly, and learning who to praise and who to criticise. If I've a criticism, it's that the game's limited in scope: you only play in the World Cup and there are no financial decisions to make. But! according to Daze a league version will be released in September, featuring exactly those things in addition to sponsors and FA Cup and European tournaments. I can't wait.

● *STEVE FARAGHER*

I still find it hard to deal with to this very day. Beaten in a penalty shoot-out by Argentina in the semis. Art imitates life.



Practicing penalties didn't seem to help. Boo hoo.



You get to control the taking of penalties directly. Try to send the keeper the wrong way.

UPPERS Great gameplay, lovely graphics, deep involvement; everything you could ask from a management game. Your players respond to your treatment realistically and there are just loads of different little touches that make this an extraordinary game.

DOWNERS Two points for a win? What on earth are they on about? Also, the translation's a bit dodgy in places (but this actually lends a little extra charm for me).

THE BOTTOM LINE

The opportunity to have up to four players is a good thing. There are some minor imperfections, more than made up for by the joy that this game will bring you. If you like football of course. It may be prohibitively big for some machines, but with an A1200 and a hard drive this is very heaven.

85 PERCENT

THE BOTTOM LINE

A500 The A500 version should be exactly the same as the AGA game I played. We'll let you know the details as soon as we see a

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WORLD CUP ALL TIME GREATS

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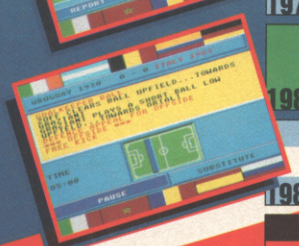

Now is the time to really find out which is the best team the world has ever produced.

The worlds greatest soccer teams of all time from Uruguay's champion team of 1930 to the best of 1994. Play with any number of the previous World Cup winning teams eg; England 1966, Germany 1990, Brazil 1958 etc., in any combination you wish **managing the team of your choice.** You can even play the World Cup with the 1994 squads of England, Scotland, Northern Ireland and Wales - the choice is yours.

Features accurate teams with all the famous players from previous world cups; **Charlton,Pele, Beckenbauer, Rossi and many ,many others.**

• Choose from 43 squads of 15 players • Play all time great teams against the latest from the same country • Real match tactics • Injuries • Substitutions • Newspaper reports • Superb scouting reports • Detailed in match commentary

Play defence, attacking, zonal or man to man marking, offside trap, sweeper system, possession football, crunching tackles, fouls, corner kicks, penalties, bookings, sending offs as you compete to win the ultimate soccer trophy -

The World Cup!

SUMMIT

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Summit Software
Units 5-7 Baileygate Industrial Estate,
Pontefract, West Yorkshire, WF8 2LN
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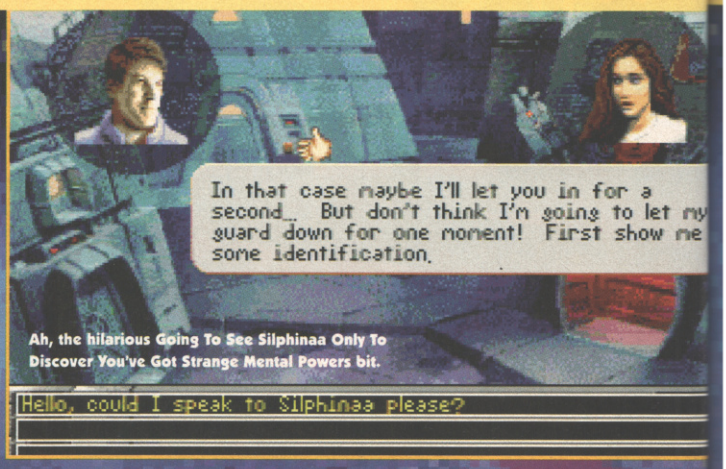
VISA

Ah, the hilarious Run Around Opening Doors Before the Robots Get You bit.



Ah, the hilarious Going To See Silphinaa Only To Discover You've Got Strange Mental Powers bit.

UNIVERSE

At least there can be no *Universe 2*. (Infinity joke.)

Game: Universe
Runs on: A1200
Publisher: Core
Author: Gary Antcliffe
Price: £35
Release: Out Now

Listen to this. It's a game that goes out of its way to be friendly. Controls are kept to a minimum, so you can get on with solving the puzzles without grappling with ridiculously unlikely action combinations. It's very funny. It takes your side at every turn: it recognises external drives, is hard disk-installable and you can't die in it. Technically it's linear, but there's plenty of 'give' and you don't feel like you're being bustled around in a tour group. Sounds great, doesn't it? And it is. It's T*he Secret Of Monkey Island. Universe*, on the other hand, is completely terrible. But why is it completely terrible? Let us investigate with the aid of these helpful sub-headings. Exclusively inside. Etc.

THE GRAPHICS

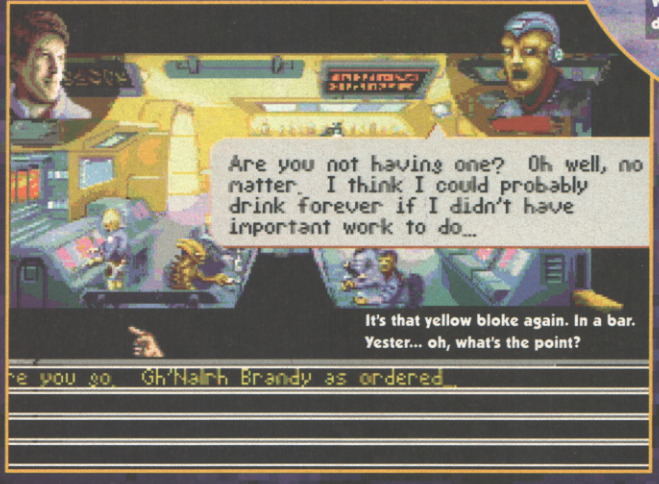
Universe trounces *Monkey Island* in every way graphically. It uses angles and perspective to fabulous effect, with your bloke hacking around smashing backgrounds in finely-rendered 3D without ever looking blocky or cartoony. Great shading, too, especially on the introductory asteroid bit with the planet's atmosphere boiling away in the distance. Actually, the graphics aren't at all terrible. Hurrah.

THE STORY

Adventures are stories. And the point with stories is that the telling is everything. Even old jokes can be put across if neatly written and told with panâche. *Universe* starts with a 'funny' manual and careens downwards from there. The game seems desperate to undo all the good things about a graphics adventure and harass you with screens of dull and badly-written text pointlessly describing what you can see perfectly well thankyouverymuch. As an example, when you try

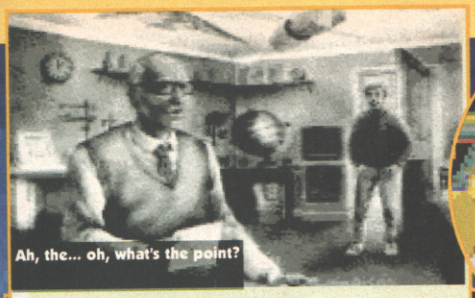
Let's hope they don't steal my car or anything, eh?

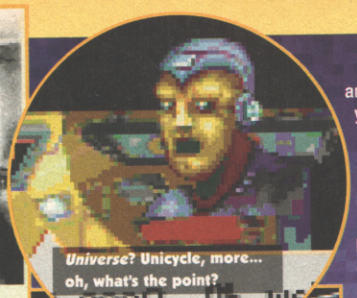
With a leap and a bound he fell to his death and had to start again.



It's that yellow bloke again. In a bar. Yester... oh, what's the point?

"That's not a laundry chute – that's the waste disposal!" Name that quote. Or not. Whatever.





something out, the pointer changes to a thumbs up or thumbs down icon to let you know if you're on the right track – a great idea. But if you're wrong, you also get a random, standard message like, 'I don't think that would be a good idea,' or, 'You can't do that,' because, obviously, you're an imbecile. Thanks, guys.

THE PUZZLES

Universe is unbendingly linear. You will not progress to the next puzzle until you solve the present one. Solving the present one is made infinitely more of a brain-melting chore by the unfathomably complicated control method. Not only can you 'use' objects, you can 'throw,' 'push/pull,' 'open/close', 'combine,' 'wear,' and 'insert' them. (And, yes, I know you could open and close or push and pull things in *Monkey Island*, but those were obvious objects in the background, like doors or handles, rather than stuff in your inventory.)

As an example of how stupendously awful the interface is, here's the very first puzzle. You find a satellite dish, with its controls obscured by a panel. You're carrying a couple of small rocks, a circuit board and a bent metal bar. The solution is INSERT METAL BAR IN PANEL. Not, for example, the equally likely OPEN PANEL WITH BAR, PUSH/PULL PANEL, ATTACK PANEL WITH ROCK or COMBINE BAR WITH PANEL. Nope, in the worst text adventure tradition, only the exact verb/noun combination will do the trick, rendering the whole puzzle-solving process a moronically tedious series of attempts to try all the action icons with everything in your inventory. Still not convinced? Arguing that inserting the bar as a lever is fairly obvious and logical? Right. Straight after fixing the satellite, you have to climb down an exhaust vent (because there's a mirror stuck in it that you use to deflect some lasers that kill you as soon as you try to walk through a perfectly ordinary door, that's why. Oh yes – you can die in *Universe* as well, so you end up saving every time you move to avoid having to start again from the beginning. Except, and you'll pardon my digression, you don't die outright, but are captured and sent to a prison planet where – and this is the best bit – a text screen tells you that 'you realise there is no escape from this penal colony.' But isn't the whole game about overcoming ridiculous odds to overthrow an evil galactic empire? Consistent game logic, eh? I love it) which you manage to do not by opening the vent, or clicking on it, or 'inserting' yourself or any one of a dozen other stupid but plausible things, but by 'push/pulling' your way down. It is, of course, about now that you realise how the action icons can apply to just about anything. Except 'wear' of course. That's a unique verb. Phew. (Apart from the time you have to put on a jacket by 'combining' it with a console because it's got a wrist computer or something. Sob.)

"A moronically tedious series of events"

THE ACTION BITS

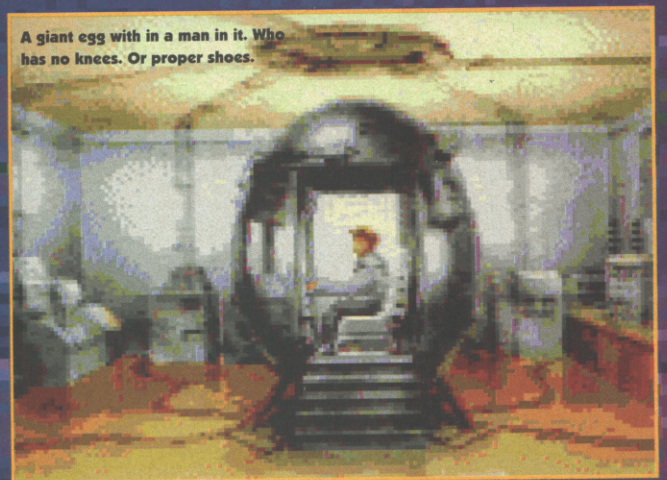
But it's not just puzzle-solving. Now and then there's a bit requiring you to use the point-and-click interface in real time action situations. Gasp, eh? Doesn't work, of course. In the first scene (look, I know I keep banging on about the first bit of the game, but it took me 45 minutes to complete the initial puzzle, and that was with Cam's help, mainly because unless you click exactly on the side of the screen you go around the planetoid and get utterly lost) you have to jump on a moving asteroid, but have to aim ahead to allow for the time it takes your bloke to make the leap. Miss and you hurtle off to another bit of the asteroid and get lost again. Later on in the game, you get chased by security robots and have to open a door before they catch you (by attacking it with the bar, of course). Much later (we're professionals here, no matter how much it hurts) you have to dock with a spaceship in a life-and-death struggle with manual landing claws and inertia. Sob.

THE REST

You can't skip the introduction, the sound's awful, with an infinitely repeating bar of music that sort of gets dramatically louder and then sort of gets dramatically quieter and then sort of gets dramatically louder and then sort of gets dramatically quieter and then sort of gets dramatically louder until you mock up a letterhead and fax Core purporting to be from a small music company about to branch out into computer music CD compilations, asking for their musician's home address so you can get him to write some sleeve notes and then going round and shooting his family, and it doesn't recognise a second or hard drive despite coming on six disks.

The Secret Of Monkey Island's three years old, you know.

● *JONATHAN NASH*



UPPERS A1200

Truly lovely graphics, with an exciting use of forced angles and 3D space. Great name.

DOWNERS These people really have no idea what makes a good point-and-click adventure. Friendly controls, good scripting, leeway with the plot and satisfying puzzles are just some of the things that have vanished without trace. And you can die, too.

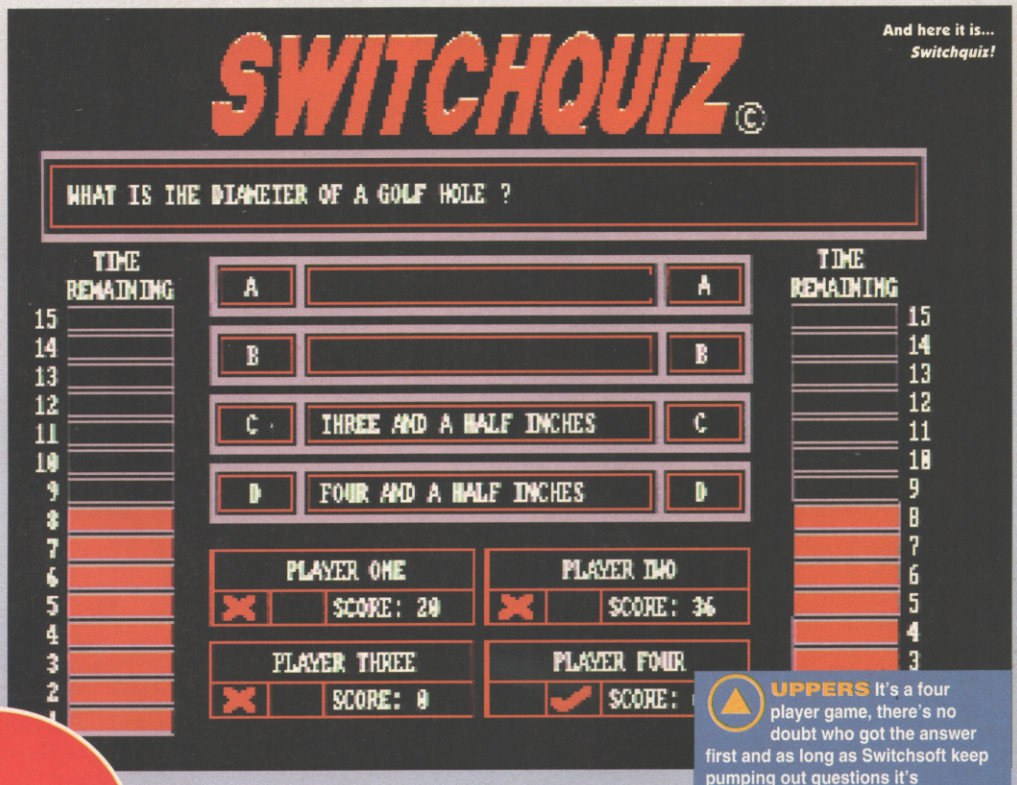
THE BOTTOM LINE

It's the sort of game where you can feel the programmers looking over your shoulder, exchanging uproarious laughter when you get stuck or die, without ever realising exactly what they've done. Detestably unplayable.

21 PERCENT

SWITCHQUIZ

Game: Switchquiz
Runs on: A500, A600, A1200
Publisher: Switchsoft
Author: In-house
Price: £29 (two-player version) and £37 (four-player version)
Release: Out now



And here it is... *Switchquiz!*

What's the link between states of Australia, Bond movie locations and 1950s rock *("and" – Ed)* roll songs? A clue? Okay, this is a review of a game called *Switchquiz* – think about it, the answer's in the title.

In the 1980s, Trivial Pursuit sets instantly robbed parties everywhere of communication, variation and interest, replacing the buzz and laughter, loud music and the guzzling of gallons of *("lemonade" – Ed)* with the homogenised sounds of rolling dice, arguing couples and cries of "Quiet now, this one's for a pie." The pubs fell next, with crowds of folk hanging around Give Us A Break machines, all shouting "A, it's A! No B! D maybe!" while knocking back pints of *("Tizer" – Ed)* and leering at members of the opposite sex. And now of course, the inevitable computer trivia games are upon us.

BOB

There's already a CD32 version of *Trivial Pursuit*, but *Switchquiz* is different because you need additional hardware. For your fairly large wad of cash, you get a connector box that plugs into the parallel port and links up your handsets to the Amiga. The answer boxes are black plastic decorated with four buttons and a sticker marking them A, B, C and D, and they look exactly like they were made in someone's kitchen, which presumably they were.

"26 Ridgeway, Darlington, Co Durham DL3 OSF"

No no, Mr Bond, we expect you to answer tricky questions about Australia.

However, on the good side the wires are long enough and the game supports the second disk drive, so once you've slammed in the boot and question disks, there's no disk swapping. You can alter the time limit on each question, the number of points needed to win and whether the correct answer is flashed up after guessing, but unfortunately not the names, so everyone gets to be plain old Player One or whatever.

Curiously for a game that places four buttons in your hand, you've got to use the mouse to start the game and pick the number of players. So what's wrong with A for one player and D for four? And that's another thing – a one player game option? Doesn't that sound like living well into the borders of Sadshire?

HOOTER

The questions come up in teensy letters and everyone races to get the answer right before time runs out. This is actually quite fun first time round, but every time someone gets the answer right, you're, o-ho, rewarded by a sample of TV's famous Mike Smash saying, "Quiz-tastic mate," which grates after the third time and forces you to play any subsequent games in silence.

Odd things happen the more you play it. Even though there are, as they say, 'over 1000' questions on the disk, you frequently get the same question asked twice in one game. To be fair, the possible answers are differently ordered each time, which leads to everyone waiting hawk-like for the correct one to appear with a leisurely ping.

The greatest fault is the limited range of questions. Whoever set them obviously has a factbook on the states of Australia and a worrying tendency towards '50s music. Still, further disks are promised, so maybe we'll get a question master with a more comprehensive library, eh? But even that won't help the alarming lack of excitement in the game. Considering it's the first person to get 75 points to be declared the winner, there's a distinct lack of flashing lights or hooters as you pass 25, or 50 or whatever. And nothing happens when you win a game, beyond a message saying. 'Player X wins.' Bah. Switchsoft reckon they'll sell their game to pubs and clubs across the country – this mouldy old presentation does them no favours at all.

DAMAGE

So how many games did we play before we all got bored? Five, which works out at over seven quid a game. Even the forthcoming sports and trivia data disks won't draw us back as it's the incredible dullness of the presentation that does the most damage. Who wants to crane forward to read tiny writing? It's the psychologically-designed flashing lights and tweety sounds that trap people on pub machines. Fact.

If you are interested in buying *Switchquiz*, then Switchsoft can be contacted at 26 Ridgeway, Darlington, Co Durham DL3 OSF.

● *CAM WINSTANLEY*

UPPERS It's a four player game, there's no doubt who got the answer first and as long as Switchsoft keep pumping out questions it's expandable.

DOWNERS It's expensive, the handsets are a bit Heath Robinson *(Wilf Lunn, more like. – Ed)* and the questions are too small on the screen and frequently repeat during a game. Oh, and that bloody "Quiz-tastic mate" sample freaks me out.

THE BOTTOM LINE

A nice try at doing something different with the Amiga, but the hardware makes it too expensive and the relatively few questions don't justify the cost. If you're prepeared to overlook the shoddy presentation and you think the data disks will materialise, then by all means consider it: there's certainly nothing else like it. If they could only link the hardware to the professionalism of the Trivial Pursuit game, eh?

54 PERCENT

THE BOTTOM LINE

A1200 Equally tatty presentation and the "Quiz-tastic" sample's still there. Aren't Harry Enfield's characters great, mate?

PROFESSIONAL FOOTBALL MASTERS 4 VERSION

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League & Cup : Premier 22 teams, Division 1,2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.), Finalist route to glory.

Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent (goes back up to 6 seasons).

Players : Real life statistics reflecting the start of 93/94 season with real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

Team : Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

Club : Sponsorship, Ground improvements, View opponent, Finances

The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

Other : Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support.

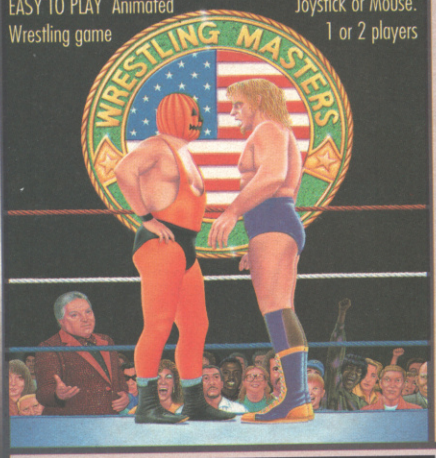
Plus : Over 100 other meticulous refinements impossible to list here.

Editor : Allows you to amend various items in saved games. £12 Extra

Scottish : Dedicated version details available upon request.

EASY TO PLAY Animated Wrestling game

Joystick or Mouse. 1 or 2 players

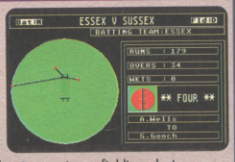


CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience.

A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.



- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.
- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired .
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.

STABLE MASTERS V2

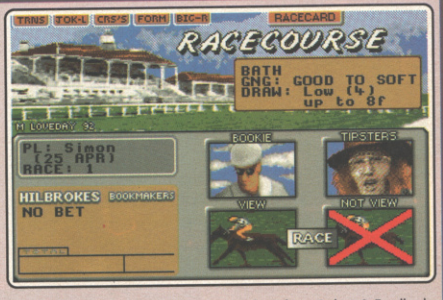
This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby

To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

ORACLE

You could have won £44,836 with this HORSE TIPSTER Utility!

Open National Tipping Competition 1991 : Organised by Racecall, regulated by the Tote, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public.

Winnings Statistics : 104 wins out of 166, as from 2/6 to 1/9/93.

Formula : This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments!

Research & Development : Three years full time race analysis and experimentation to refine and test the prediction system.

Inside Knowledge : Plenty of unique hints from contacts in the know.

User Friendly : No racing knowledge required, easy to use, tutorial book.

Restricted Sales : As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers.

Monthly Updates : Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25.

Price Increase : Highly likely. Buy now before success forces increase.

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-

GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

VARIABLE CONDITIONS
- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.

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COMPUTER: ST 512K S/S	ST 512K D/S	ST 1MB	AMIGA 1MB	P.C.	DESCRIPTION	AP	PRICE	TOTAL
					Professional Football Masters V4		24.95	
					P.F.M. Editor V4		12.00	
■	■				Stable Masters V2		24.95	
■	■				Oracle Horse Tipster (RRP £99.95)		75.00	
					Cricket Masters		24.95	
■	■				World Cup Cricket Masters		24.95	
					Wrestling Masters		19.95	
							GRAND TOTAL	

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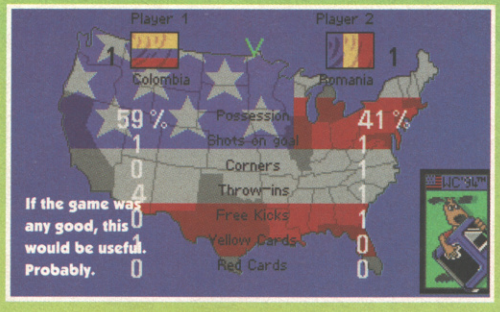
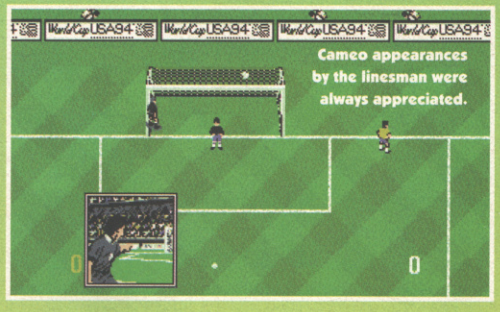
WORLD CU

Hang on a minute, it's all over isn't it? Brazil won, it's four years to the next one and everybody's gone home. Just when you thought it was safe to say 'football'.

Game: World Cup USA '94
Publisher: US Gold
Runs on: A500, A600, A1200
Price: £26
Release: Out now





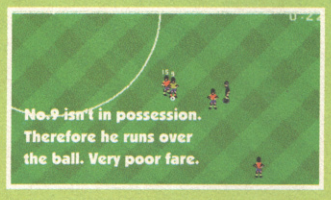
Of course, it all began in 1986. US Gold had the licence for the World Cup, and promised a game that would trounce everything previously seen in the history of the world. When *World Cup Carnival* turned up, the large box was US Gold's (and really quite impressive) but the game was Artic's gargantuanly awful *Something Soccer*. "Programming difficulties" had prevented the everything-trouncing epic from turning up, but at least you got some badges and stickers in the box to make up for the two-year-old crap game, eh?

Ripple dissolve to 1994. US Gold have the licence for the World Cup, and promise a game that will trounce everything previously seen in the history of the world. Suddenly, the game's on sale. Strangely, magazines haven't been sent review copies. Is it because the majority of software sales take place in the first week? Could US Gold really be trading on their roster of great games like *Flashback* and *Monkey Island* in order to pass *World Cup '94* to some ill-informed shmuckos? Only you can decide. But *World Cup '94* is near impossibly terrible.

SIGH

The first thing that kicks you accurately in the face is the loading time. From insertion of disk to appearance of front end takes over six minutes. Six. Minutes. It's hard disk-installable, but that's hardly the point, is it? Especially when, after choosing your options (a task made a chore by the bewildering array of very pretty but mostly meaningless icons) you have to wait a further five minutes for the game itself to load. Eleven minutes, all told. Enough time to watch a good Tom and Jerry cartoon (say, Solid Serenade) and make a really splendid cup of tea spent sitting in front of a loading screen. Sigh.

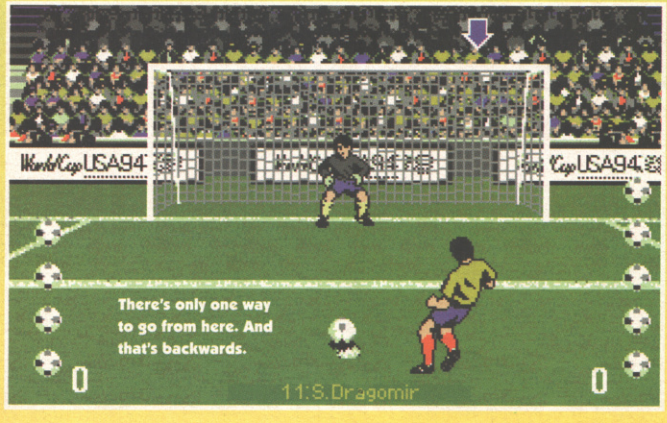
"Kicks you accurately in the face"



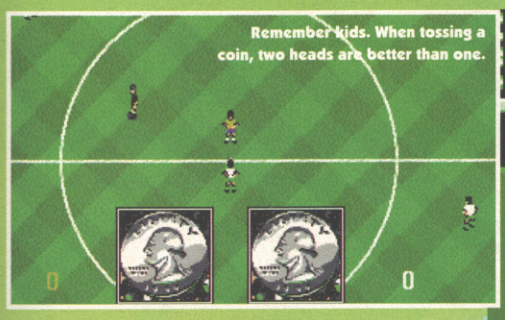
BUNKERS

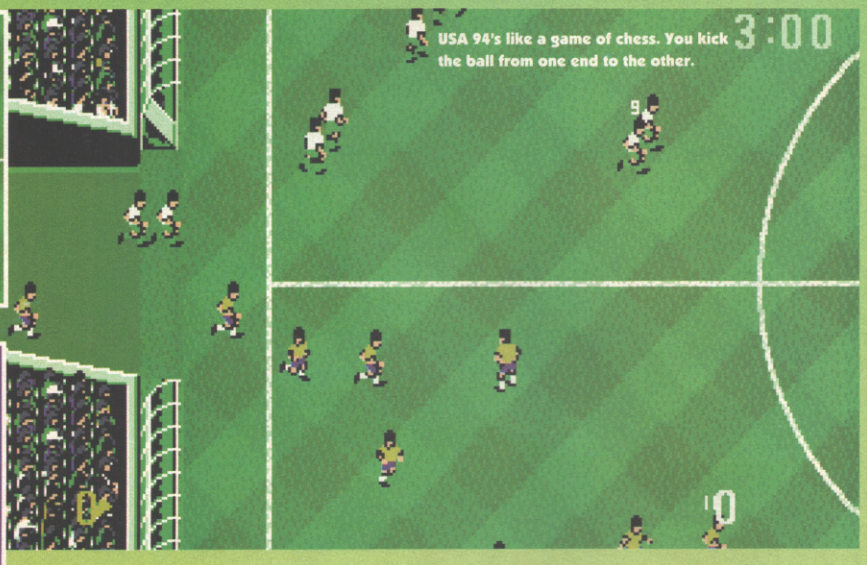
Now you may think I'm going on a bit here, but consider this: today, the Amiga faces war on two fronts. From the West, the marching ranks of the PC compatibles, with their hard drive-based power games; from the East, the thundering brigades of the consoles with the immediacy of cartridges. Eleven minutes for loading is a joke. Moreover, a joke by Jimmy Cricket.

The game. The game is catastrophically bad. The game should never have been released in its present form. The algorithms governing play are amateurish. For example: tackling. Tackling in a footy game should be a case of running at the player with the ball and pressing fire: you then tackle him. (Or not, if we're talking about strengths and direction and so on.) With *USA '94* not only do you have to time your tap on the fire button (don't press it, otherwise you'll go into a treacle-slow sliding tackle and miss the ball completely) but be in precisely the right position due to the inexplicable pause your player makes



UP USA '94





before moving, otherwise you get left behind looking very foolish. You can almost hear the crowd braying mockingly.

LAPS

The most fun I had with USA '94 was to play Who Can Do The Most Laps Before Being Tackled. In this great variation on the game, one player grabs the ball and starts making circuits of the pitch. The other player has to make a successful tackle before time runs out. My worthy opponent managed two-and-a-half laps before our increasing difficulty with drawing breath between hoots of laughter brought the game to a premature close.

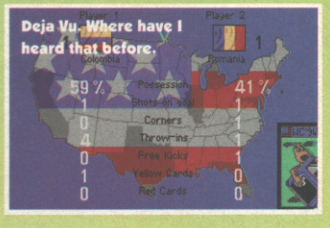
"Hear the crowd braying mockingly"

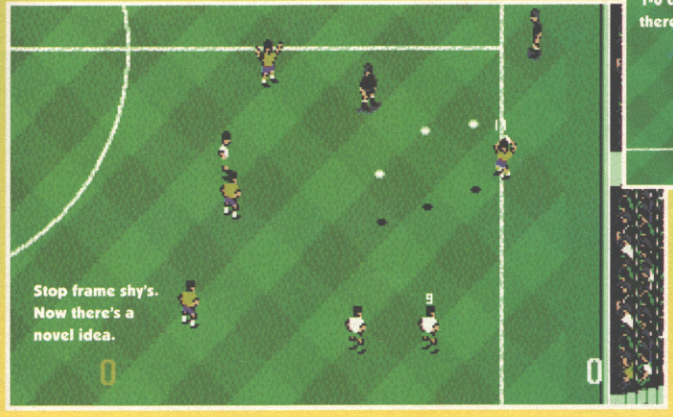
Playing yer actual football just doesn't enter into it, because when you try to do so you encounter 'features' like the 100% successful pass. Yes, no matter how far away the player you're passing to (and we could be talking opposite ends of the pitch) the ball will get there. So scoring goals consists of getting the ball, passing blindly to the player nearest the goal and blamming it in. Or eschewing the passing method and getting anywhere near the halfway line and blamming it in one time out of every two attempts made.

The ridiculous ease with which you pummel opponents sort of balances out the appalling viewpoint, which is a similar Goodyear Blimp overhead view to *Sensi*, but from a leaky blimp (so the players are rather bigger) and by a cameraman without a wide angle lens (so there's less of the pitch). There's a radar display inset on the top left, but what's the point, eh?

World Cup '94 is an inoperable canker on the lungs of the innocent children of the world. *(Alleged... no, spot on actually. – Ed)*

● ***STEVE McGILL***





UPPERS Front end looks good. Choice of sound samples. Lots of options awaiting those who can decode the menu icons.

DOWNERS Loading times – start folding till receipts or something. Slowdown of players when tackling is ridiculous. Standard of goalkeeping leaves a lot to be desired. Too easy to score an own goal with your keeper. Too easy to score a goal full stop. A pathetic game amateurishly programmed.

THE BOTTOM LINE

Top-down footy games nearly always fail when viewed by the light of the *Sensi* sun. *World Cup USA '94* thoroughly deserves its place in the foul stinking hell of inferior comparison.

20 PERCENT

THE BOTTOM LINE

A1200 *World Cup '94* runs on the A1200. You should burn down your house to prevent this.

ISHAR 3

Thrice upon a time sounds just a tiny bit daft doesn't it?

Game: Ishar 3
Runs on: A500, A600, A1200
Publisher: Daze
Author: Silmarils
Price: £33
Release: Out now

So *Ishar 3*'s an RPG then. For those of you who missed the first two, it's all set on a distant planet in the kingdom of Ishar, which is all a bit sword and sorcery based and not really ripped off from Tolkien books at all. Nope, no way. The bad bloke's some old gadgy called Shandar, but if you were successful in *Ishar 2*, you'll have killed him. Unfortunately for the good people of Ishar, death simply isn't a big enough stumbling block for Shandar, who now plans not only to reincarnate himself, but to use the body of the immortal Black Dragon Wohratax, the last of his species and the hardest hombre on the face of the planet. But as we all know, reincarnation can only take place when the planets are in alignment, which gives you a short time to thwart his evil plans.

"Use the body of the immortal"

ZZZZZZZZ

Fantasy plotlines huh? They get me every time. What's wrong with going out on a limb occasionally? What's wrong with steering away from the typically sad, jaded, overused clichés of the fantasy genre? *Ishar 3* features time gates which hurtle you into the past, but since the past just consists of jungles and forests instead of mediaeval cities, it's hardly groundbreaking stuff. From the very start, *Ishar 3*'s packed with generic, non-specific fantasy pap, from orcs and elves to dragons and cute girls in leather bikinis. Oh dear.

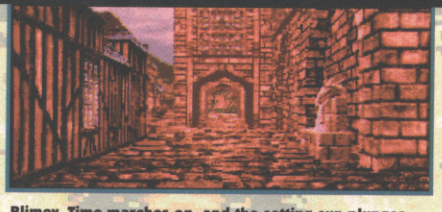
You can attempt to stop Shandy turning into Weetabix in several ways. If you've played the previous games and got

The city landscape quickly gives way to a familiar dungeon theme.

Maybe it's because it's French, but everyone looks so damn cool in Ishar.

LEANING ON A LAMP POST AT THE CORNER OF A STREET

Here's a typically gorgeous looking street from the city. Let's hang around and see what happens shall we?

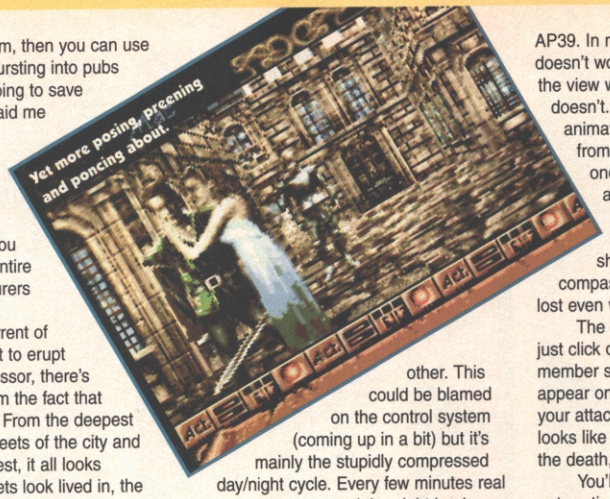


Blimey. Time marches on, and the setting sun plunges everything into a world of pink. Night time's a coming.

It's pub throwing out time, but where are the drunken revellers? Where are the bawdy 'women of the night?'

And so we reach another glorious dawn, after possibly one of the longest and most boring nights of your life.

attached to your team, then you can use them. If you fancy bursting into pubs and shouting "I'm going to save the world! Who will aid me on my quest?" then you can generate a single character and pick up the rest en route, but if you fancy an easy life, you can conjure up an entire team of five adventurers from the very start.



Despite the torrent of criticism that's about to erupt from my word processor, there's no getting away from the fact that *Ishar 3* looks great. From the deepest dungeons to the streets of the city and the paths of the forest, it all looks gorgeous. The streets look lived in, the jungles look jungly and all the incidental characters pout and pose in perfect digitised glory. I'll say it once again so you're left in absolutely no doubt – *Ishar 3* looks great.

GRRRRRR

However...

I hated it from approximately 20 minutes after I started playing it, and for each and every minute of the long and tortuous hours that dragged by afterwards. For a start, going into any building in the city involves disk swapping, and the game doesn't recognise a second drive *(Instant arbitrary percentage penalty – Kangaroo Court Judge)*. To add insult to injury, you have to press Return once you've put the disk in, which I found out after I'd wandered off to make a cup of tea and came back to find I still had to sit and listen to the drive whirr away. You can't install it on the hard drive either. Grrrrrr.

The game's certainly massive, but also for the most part empty, resulting in miles and miles of fruitless wanderings. Quite often you bump into characters who don't speak, don't move and don't do anything at all really. You can't buy things off them and you can't hit them, so what's the point? They're just scenery.

The city forms only one of five giant locations, but it takes literally days of game time to get from one side to the other. This could be blamed on the control system (coming up in a bit) but it's mainly the stupidly compressed day/night cycle. Every few minutes real time, the sun sets and the night begins, and of course all the interesting places to visit are shut at night. Terrific. It's sort of like battling great hardship to arrive finally at the library in Alexandria (intellectual centre of the Hellenic empire from 323BC) and being told it's half-day closing.

You view the action from a first person perspective, which in many cases is a good idea. It works for *Battlezone*, it works for flight sims and it even works for *Trick Or Treat*, our coverdisk game from AP39. In my humble opinion, it doesn't work for *Ishar 3*. Or rather, the view works, but the movement doesn't. There isn't any animation involved, so you jump from one static shot to another one 25 feet down the trail, and if you turn you get a completely new view. With your direction shown only by a small compass, it's horribly easy to get lost even with the map.

The combat's equally dire. You just click on an icon to make a team member swipe and watch splots appear on you or the enemy. Since your attacks are a curious yellow, it looks like some kind of flan fight to the death, only not as interesting.

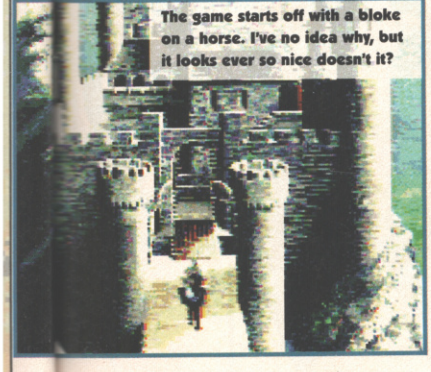
You'll have guessed that I'm not particularly taken by this one then. Adventure games are all about immersion in a strange and alien world, and this one doesn't do it for me. There's all manner of stuff that could well excite a hardened adventure gamer, but it's implemented so boringly and with such a creaky old game engine that I find it hard to believe myself. Certain team members won't get on for example, and if you decide to kill them off, this could well lead to further internecine strife, but to get to this kind of interesting in-fighting, you've got to be enthralled in the game world, and I never got that far. *Ultima Underworld* and *Doom* on the PC – now they're adventure games. *Flashback*, *Worlds Of Legend* and *Monkey Island* on the Amiga – top adventure games each and every one. *Ishar 3* doesn't even get close.

● ***CAM WINSTANLEY***

PICK A TEAM

You can start off with up to five in your team and choose them from every fantasy cliché imaginable, from orcs to

"Stop shandy turning into Weetabix"



UPPERS It looks great, it runs quickly, and it's compatible with the previous *Ishar* titles.

DOWNERS Ignores external and hard drives, rambling, empty levels, pathetic combat system, minimal interaction with other characters, clichéd plotline and little or no enjoyment gained from playing it.

THE BOTTOM LINE

I find it hard to believe that people are still into this uninspired fantasy dross. If you are, you're going to be a bit more tolerant to this game, but there's no getting away from its ageing game engine, vacuous plot and empty levels. Even cutting it a bit of slack, it still only rates...

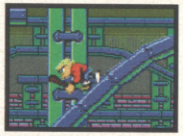
50 PERCENT

THE BOTTOM LINE

A1200 There's an A1200 version out in late September that'll be exactly the same but hard disk installable and with 256 colours. Unfathomably, it'll also be two quid more. And no, we won't be reviewing it.

POINTS OF VIEW

The considered opinions of the most respected games jury in the world are here for you to read. Cor.


KID CHAOS

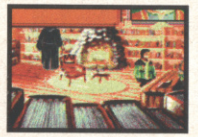
PUTTY SQUAD

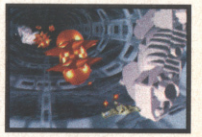
ON THE BALL

UNIVERSE

WORLD CUP USA '94

ISHAR 3


KING'S QUEST 6


SUPER STARDUST

JONATHAN DAVIES	Could have been good ★★★	Is good ★★★★★	Might be good ★★★★	Isn't good ★★	Hasn't loaded yet ★	3... 6... ★★	9... 12... What's the difference? ★★★	Haven't played it
CAM WINSTANLEY	SPIN CHAOS! SPIN! ★★★	Dreamy ★★★★★	Haven't played it	What went wrong? ★★	I spit on your grave ★	Life's too short for this ★★	Or this for that matter ★★	Haven't played it
JONATHAN NASH	Poor ★★	Great ★★★★★	Okay ★★★	Bad thing ★	*World Cup Carnival 2* ★	Nice dancing ★★	Nice nothing ★	Haven't played it
STEVE FARAGHER	Er... ★★	I'm not really ★★★★★	sure that I've got ★★★★	time to do ★	this right ★	now ★★	Haven't played it	Haven't played it
LORD LUCAN	Nice name change ★★	Nice name change ★★★★	Can you direct me to the railway station ★★★★	Second-class return to Nottingham, please ★	Make that Africa ★	I'm a guest of J Mengele ★★	Who's going to look after the kids? ★★★	Haven't played it
OJ SIMPSON	Haven't played it	Police Squad, more like ★★★★★	I'd much prefer a driving game ★★★	Haven't gone near the place ★	Pull up at the next corner ★	See you in Naked Gun 4 ★★	See you in 25 years ★★	Haven't played it

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As the gaming season gets under way again you can be pretty sure that we'll review *Super Stardust*, *Ambermoon*, *Top Gear 2*, *FIFA International Soccer*, *Theme Park*, *Sim City 2000*, *Dream Web*, *Battletoads* (just kidding) and many more. No really we will. Honest to God. WE WILL.

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SELF DEFENCE

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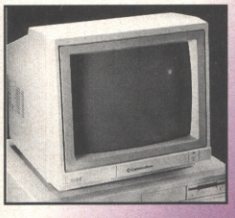

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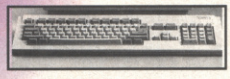

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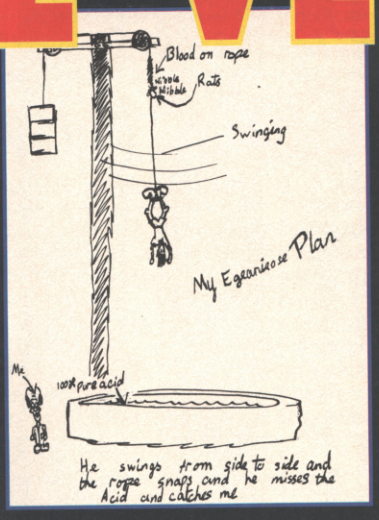
more. No really we will. Honest to God. WE WILL. Stardust, Ambermoon, Top Gear 2, FIFA

I THINK WE'VE

We really didn't realise the dark and sinister depths of your psyche that we were unlocking when we set the 'No Mr Bond, I Expect You To Die' compo back in issue 38. We didn't suspect the horrors we'd unleash from your minds when we asked you to dispose of a hero to win a CD32 and a copy of *Disposable Hero* (clever wording, we know. Cheers) to play on this fantastic CD-based console. Little did Gremlin, the sponsors of this compo, know that they could be held directly responsible such widespread corruption of youth. We've waded our way through hundreds of entries and come to a unanimous conclusion. You're all very odd people.

Being all traditional and that, we're printing these in reverse order, which means the special cases first:



THE LET'S BE HONEST - YOU'RE A TOTAL CRETIN AWARD

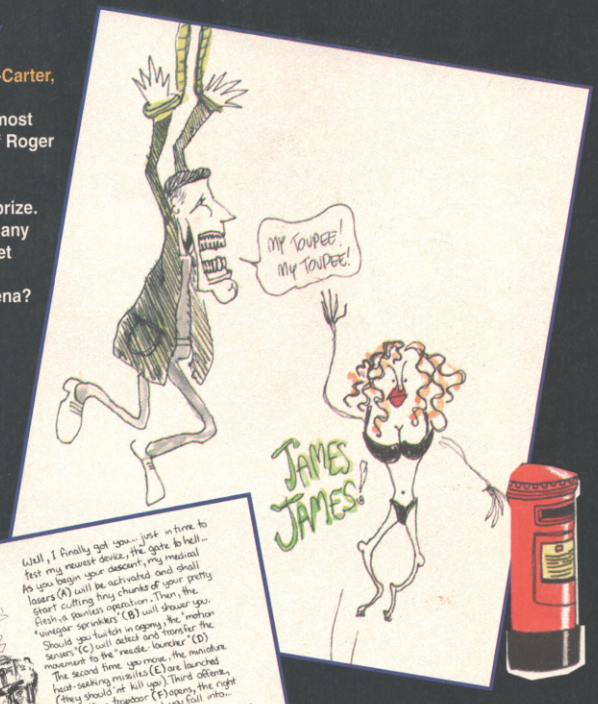
for Steven Culmour, Ayrshire.

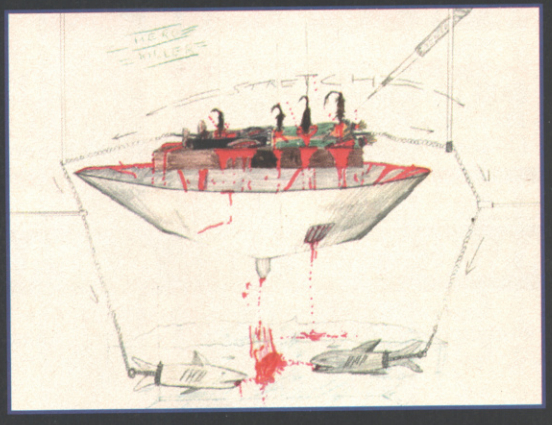
What Steven failed to realise is that when the rope snaps, the counterweight will fall on to the villain and crush him before the hero's got a chance to capture him. We recommend that Steven goes right back to the drawing board and comes up with a slightly more 'egeanieose' plan.

THE MY TOUPÉE! MY TOUPÉE! AWARD

for 'Blofeld' Bonham-Carter, Haddenham.

We felt this was the most realistic caricature of Roger Moore and therefore deserved some recognition, if not a prize. By the way 'Blofeld', any relation to yummy (yet typecast in costume dramas) actress Helena? Do tell.

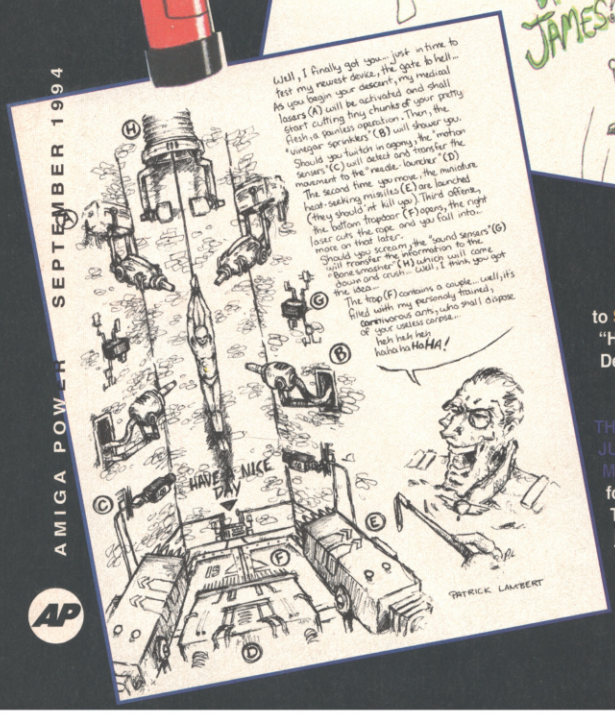




THE TOBE HOOPER FRANKLY IT'S QUITE UNPLEASANT MEMORIAL AWARD

for this anonymous entry.

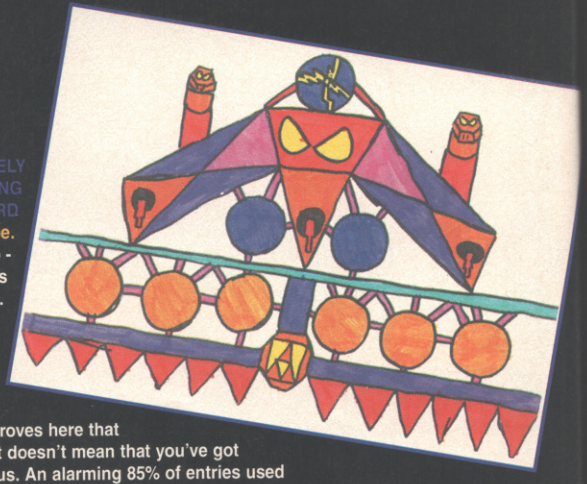
Seek help now. Talk to someone before it is too late.



THE ANDRÉS ESCOBAR SURELY YOU'VE ENTERED THE WRONG COMPETITION MEMORIAL AWARD

to Simon Barlow from High Wycombe.

"His name is Destruptica, his motto - Destroy and be free," Simon informs us. Thanks, Simon.



THE CARLOS EZQUERRA YOU'RE JUST NO GOOD AT WRITING MEMORIAL AWARD

for Patrick Lambert, Quebec.

The doubtlessly talented Patrick proves here that just because you can draw well, it doesn't mean that you've got any better ideas than the rest of us. An alarming 85% of entries used exactly the same elements as Patrick's picture, and were promptly binned. Hanging a man on a wall and pointing a laser at him isn't at all big or clever. In real life too.

GOT THE POINT

THE RUNNERS-UP

Completely stealing an idea isn't necessarily a bad thing, as Michael Conner from Glasgow demonstrates here.

Between us, the AP team have seen this gag in two TV appearances and Fat Freddie's Cat. However, we still like it, and appreciated it because it's one of the few entries that didn't have the hero tied down with rockets pointing at his groin.

Featuring loads of sad old clichés (killer bees, blah blah, acid, blah blah, spikes in the head etc etc) this drawing from Laurence Jenkins had numerous redeeming features. It was the only entry to feature Jimmy Tarbuck, the accompanying escape plan was particularly clever and of course it's well-drawn. Laurence, like all the other runners-up, gets a Gremlin T-shirt for his troubles.

THE WINNER

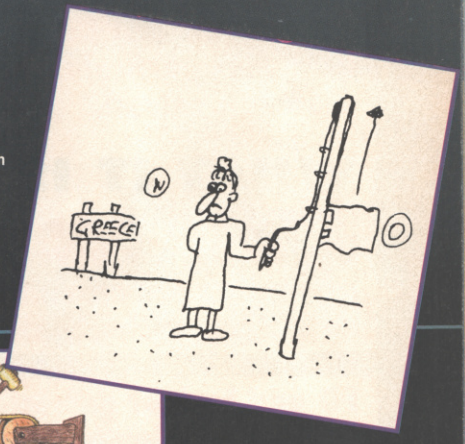
Edwin Wake from North Yorkshire made us laugh more than anyone else, and is promptly rewarded with a brand-new CD32 and a copy of *Disposable Hero*. In recognition of his achievement, we present, in its blow-by-blow entirety, Edwin's trap (and escape clause). Enjoy, and thank you all for entering. Even the stunningly dreadful ones. No, really.

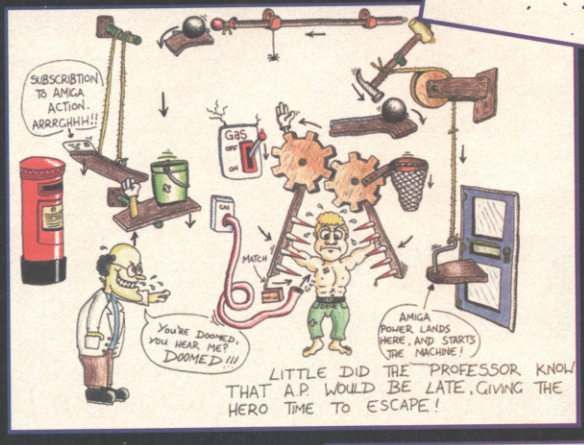
THE TRAP

1. Mr Hero is tied to a chair.
2. Mr Evil Villain pulls lever, which activates springboard, sending onion towards mouse.
3. Mouse sees flying vegetable and runs to west coast of Australia. En route to Australia, he knocks over fisherman's Sound Of Music video.
4. Fisherman is so distressed, a milk bottle top flies out of his pocket, colliding with stray wasp.
5. Wasp becomes disorientated and drops copy of The Beano on pensioner's pen refill.
6. Passing salesman sees this happen and rushes to help.
7. Eyelash dislodgement causes lamp post to turn on for seven milliseconds.
8. Power change helps Belgium win at Snap.
9. Over-joyous reaction makes termite in carpet drop crisps.
10. Widow in Greece senses termite's grief and raises flag.
11. Flag blocks out sun, which Captain Kirk mistakes for Klingon Bird of Prey. He fires phasers, which hit corner of a leopard's eye.
12. This encourages swan to sell three bars of gold to cod.
13. New wealth upsets whelk, who fires jet towards Poland.
14. Buskers in Poland tie wool around barn to ward off evil spirit.
15. In disgust, spirit throws can of Lynx at barn, can rebounds striking man on head.
16. Man looses bookmark from book. Bookmark causes mass pile-up on M27.
17. Han Solo quickly reacts and throws radish at Daley Thompson.
18. Daley picks up phone and airs opinion on Communism.
19. Neighbouring swordfish stops watching TV, which enables flower to jump from window box.
20. It gets caught in helicopter blades, forcing helicopter to swerve 32 degrees.
21. Change in wind causes zebra's side parting to waver.
22. Zebra's third cousin mocks and falls down ravine. The splash makes a tornado in Kent which pulls up huge rock.
23. Worm is released and crawls into man's briefcase.
24. Man drops pint and piece of glass lodges in llama's ear.
25. Llama spits at lamp stand. Stand falls on cactus. Cactus spine embarks on journey, hitting vicar's jaw.
26. In great pain, vicar utters "Jesus!"
27. God strikes down hero, mistaking him for clergyman.

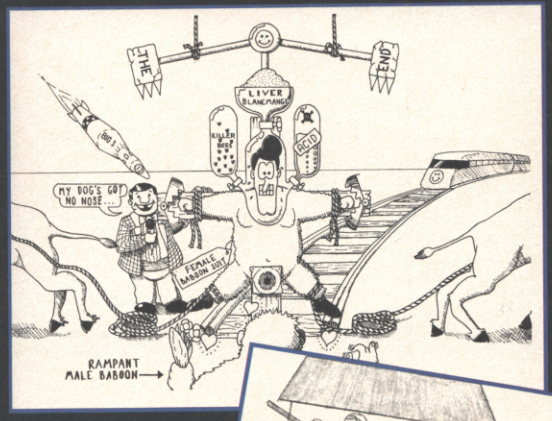
THE ESCAPE

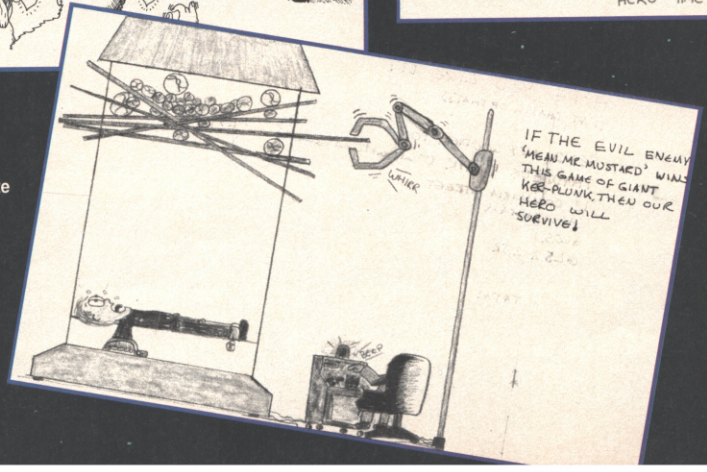
1. Mr Hero telepathically contacts eagle.
2. Eagle drops cheese on rooftop.
3. Slate becomes loose.
4. Discarded chair starts squeaking.
5. Entices mouse from route to Australia.
6. Knocks over Barry Kencov's ice-cream maker.
7. Excess ice-cream causes staple guns worldwide to rust.
8. Rogue staple gun calls elephant's bluff.
9. Elephant storms Mr Evil Villain's hideout freeing hero!



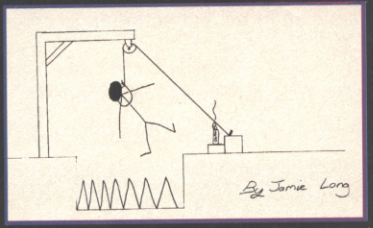


We particularly liked the economical way Dene doubled up many of his machines, so the cogs move the spikes AND turn on the gas, whereas the spikes skewer the hero AND light the gas pipe. Also, and most importantly, the hero gets a chance to escape, which was one of the main points of the compo.





Nearly, but not quite the winner was Thaddeus Blair from Cheltenham with his giant Ker-Plunk set. True genius indeed, and yes Thaddeus, it is a stupid name.



There's something about this entry by Jamie Long from North Humberside that's hard to explain. It's like, you know, less is more. It's a Zen thing. The more you look at it, the better it gets. It's like every single James Bond movie, only stripped down to the most basic level, man. You dig?

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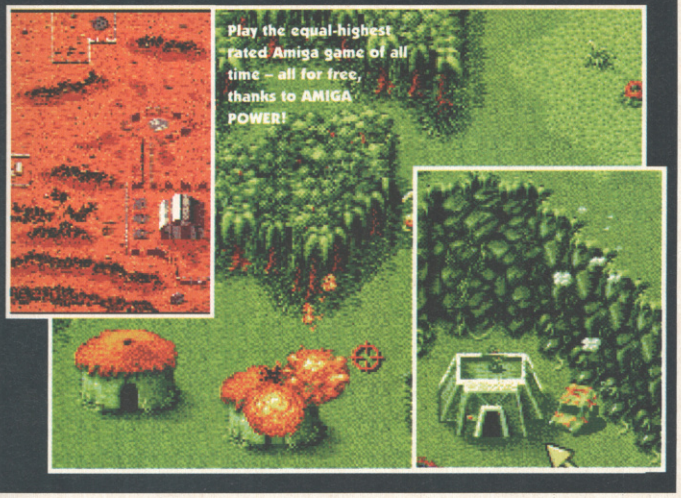

AP RATED 94%

"This game is now more important to me than eating, sleeping or any other basic bodily function... I can't find anything wrong with this game... Oh, just go and buy the flipping thing."

– Cam Winstanley, AMIGA POWER issue 32

MORTAL KOMBAT

AP RATED 86%

"Incredibly solid and meaty thumps and crunches that really make it feel like you're inflicting some damage... deeply satisfying in play... the Amiga's best beat-'em-up to date"

– Stuart Campbell, AMIGA POWER issue 33

ZOOL 2

AP RATED 86%

"Fast, colourful graphics... You should see Zooz spin and swan dive and float, she's beautiful... if you're looking for one stonking platformer, with all the trimmings, then look no further..."

– Steve McGill, AMIGA POWER, issue 33

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LETTERS

Here it is, your chance to wax lyrical on a whole range of subjects. It's quite exciting, isn't it?

Frankie's Shorties: Small is beautiful!

Dear TOTAL,
When will Micro Machines finally be released for the SNES?
David Wilkie, Scotland

Dear Silky,
In November.
Frank

Dear TOTAL,
Why don't you put peoples art in the letters page?
Imogen Murphy, Swindon

Dear Imogen,
Nobody sends us any.
Frank

Dear TOTAL,
Do you reckon Street Fighter II Turbo will come down in price when Super Street Fighter II is released?
Paul Anderton, Preston

Phwoar, eh! Cammy does the business. Not arf!

Dear Paul,
Almost certainly, what with market forces, supply and demand and all that malarkey.
Frank

Dear TOTAL,
Notice that I'm writing on one of your postcards. You can call me Bubs.
Bubs Walker, Montrose

Dear Bubs,
Glad to see that someone put our postcards to good use. Shame to see that you're mad in the head.
Frank

Dear TOTAL,
Can you please tell me if there's going to be a Flashback 2?
Daniel Gray, Fife

Dear Daniel,
There will undoubtedly be a sequel to Flashback. Whether or not Delphine will call it Flashback 2 is anybody's guess.
Frank

Dear TOTAL,
What's happened to all the humour, it seems to have gone down the toilet. TOTAL was funnier when it first came out. Now it's all facts and no laffs.
M. C. Child, Dullesville

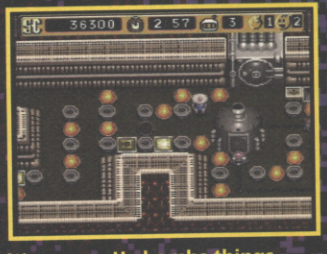
Prize Letter
WRITE ON!
This dudes won some fab STUFF!

Question Eire

Dear TOTAL,
Your mag is the best in the world, keep up the good work. Now for some quick questions...

1 Are Nintendo bringing out Mario Kart 2 for the SNES?
2 Is it worth buying Mario All Stars if you've only got one controller?
3 When is Super Bomberman 2 coming out?
4 How many of your staff joined Sega Power altogether?
5 Who were you cheering for in the World Cup in the USA?

Bryan Walsh, Ireland



It's a man. He bombs things. And he's super. It's...

Dear Bryan,
1 No.
2 Yes of course it is, it's a one player game you fool.
3 It'll be out in November.
4 Four thousand. Erm, or is that two? Probably.
5 Jack's green and white army.

Future Excitement

Dear TOTAL,
I, like many, am extremely excited about future consoles as they all appear to have superior graphics, sound, etc. What about the games though? I'm worried that all the games are going to be tarted up versions of the same old stuff. Many people can't afford to get the same games all over again. We need fresh ideas that'll really blow our minds. Here's hoping.
David Ryan, Luton

Dear David,
Hmn, it's a tricky one. Most games aren't sequels or re-hashes, but there does seem to be a set number of genres for games that are popular – you know, beat-'em-ups, plat-formers, PRGs and all that –

WIN! WIN! WIN! WIN! WIN!

Write to TOTAL and win a fabbo-brill Konami game!

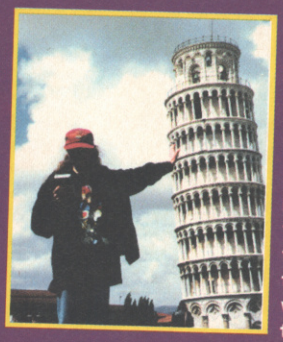
Every month the sender of our prize letter wins a smart Konami game on the format of their choice.

As Konami make the excellent Probotector, the equally wonderful Castlevania and a heap of other startlingly good games, it's definitely a prize worth winning. So get writing – and don't forget to say in your letter what format you want if you win (although we get to choose the game itself).

WIN! WIN! WIN! WIN! WIN!

Weird places I've played

My Game Boy



(Number 28)

NAME Paul Cadman
AGE You didn't tell us, Paul!
FROM Manchester

Win a GAME BOY cart!

L. Barnham from North Yorkshire (we're making a guess at Lisa) is busy indeed. She's taken on two jobs recently: the first involves supporting famous landmarks around the globe, the second is as a games tester for TOTAL. She gets paid peanuts like the rest of us but will soon receive the bonus of a lovely new Game Boy cart for this thoroughly touristy piccie. Hoorah!

Oi! We know you weirdos are out there! Send all those pictures of Game Boy-playing antics to: Weird Places I've Played My Game Boy, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW. We'll print any really *unusual* ones and send you a spanking new game for your hand-held (well, after we've played it a bit first).

Are you 'avin a pop or wot?

I'm sick of boring oldies griping on about violent video games and films. So there's a link between this medium and real life violence is there? Oh yeah, the Bosnians and Croats must be playing an awful lot of Street Fighter then, and what about the Nazis in the 1930s, inundated with video nasties were they? I don't think so. The Krays eh, what about them "Ooh Ronnie, I can't complete Mortal Kombat so I'll have to pop out and kill some slag with me shooter!" a likely scenario, I don't think, so please shut up the lot of you. Go and buy some sensible shoes or sing praise to the Lord or something.
The Edge, Ireland

Dear The Edge,
We completely agree with you that violence happens with or without video games. However, the introduction of age certificates can only be a good thing.

Ooh! Super Street Fighter! We love you!

I think I'm going to rip someone's spine out! Oh no! What have I said?

Then maybe you'll grow out of it, or, erm, something. Do you know what *Pagga* means?
Josse

and games tend to fall within these categories. There's the occasional game that crosses the boundaries, and some bonkers ones that are on the very edge, such as Turbo Toons – a bunch of Looney Toons characters spin round a race-track, and are controlled just like cars, skiddy and every-thing! But on the whole, games seem to fall into these genres. If you can think of a new genre that'll work, but hasn't been done before, write in and tell us, and we'll tell all our mates that work for software houses. Okey dokey?
Josse

Gripes from Greece

Dear TOTAL,
I am a lucky reader from Greece and I would like to say how magnificent your mag is. My only gripe is that my copy of TOTAL arrives here a month late, so it's hard to keep right up to date with what's happening in the world of Nintendo!

Never mind, here are some concise questions...

1 Will the new 32 bit SNES be compatible with my current SNES games?

2 Will the same revolutionary display devised for the new 32 bit console also be used for the Project Reality?

3 Will the CD add-on for the Project Reality add to the overall cost?

Thank you in advance and keep up the brilliant work.
John Sakkas, Kos

Dear John,
1 Yes indeedy. And everybody else's
2 Yes again.
3 Add-ons always add to the cost, hence the name.
Frank

Dear M.C.,
Since TOTAL first came out we have refined our humour. It now appeals exclusively to those with an IQ of over 46.
Frank

Dear TOTAL,
I went to the Norfolk show.
Mark Stebbings, Norfolk

Dear Mark,
How was it and why are you telling us?
Frank

Dear TOTAL,
Why don't you give the size of games in megs like what other mags do?
Nick Steer, Fishford

Dear Nick,
Size isn't everything and can often be misleading. Quality and playability are what counts.
Frank

Dear TOTAL,
If Project Reality (Ultra 64) can take Super NES carts, will it be compatible with the Super Game Boy?
Ian Greeves, Portsmouth

Dear Ian,
As far as we know, the Super Game Boy will not be compatible with the Ultra 64 so don't get rid of your trusty SNES, ever.
Frank

Dear TOTAL,
Will there ever be a Die Hard game? I love the films and they seem ideal for to gaming action.
Jamie Oakes, Waterford

Dear Jamie,
There are no confirmed plans at the moment for any Die Hard games. However, Die Hard 3 and 4 are being shot back to back even as you read and are due for release early next year so if a game is ever going to arrive It'll be dead soon.
Frank

Dear TOTAL,
I've noticed that your letters page has been getting a bit bonkers lately. Why do you print really sad letters from these people?
David Topliss, Bugbrooke

Dear David,
Not only do we print really sad letters occasionally, we print them from people with rather silly names. As to the answer to your question, simply because they're entertaining.
Frank

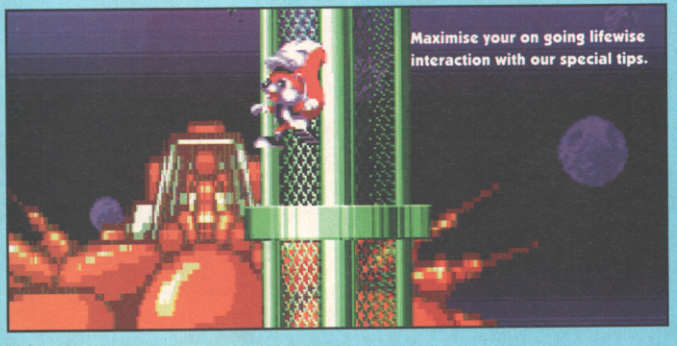
COMPLETE CONTROL

The games they've played. The tips they've found. Once again Rich Pelley pays homage to those who've risked everything, teetered on the edge of cathode-ray oblivion, and pushed computer games to their absolute limits and beyond...

MR NUTZ

(Ocean)

With his cheesy grin, bushy tail, ridiculous quiff and cute little walk, the AP office sure isn't quite the same now that Stuart Campbell has taken leave of his senses and quit the team for that job parking trollies at Sainsbury's, or wherever he went. No one else could review a game as Stuart Campbell could; the intelligence, the wit, the humour, the overall feeling that this-man- *knew-what-he-was-on-about* conveyed in every word he wrote, Stuart Campbell was truly a gifted man. Of *Mr Nutz* back in issue 38: "It's probably the best-programmed Amiga platformer I can recall," said Stuart, his remark winning him a place in software history for ever more. "It's extremely well programmed, pretty, big and sort-of difficult," proffered the Great One, and the Gods smiled down. "A game with a hazelnut in every 'byte'" he joked, and the rules of comedy were instantly re-written. But, er, anyway. The tip – this coming from Alex Allen of Bristol. With a little practice you should actually be able to stack up as many lives and stars as you want to get you through the game. To do this you must complete all the bases in Nature World but not transport from the level. Now, provided your flying skills are up to scratch, enter the level passed to the blue flagged base with a ghost nearby. There are six extra lives near the exit (at the top right of the level), and enough gems lying around for a star, the beauty being that you can keep entering the level as many times as you wish. You'd be foolish not to.



10 PAGES OF INVALUABLE PLAYING TIPS START HERE

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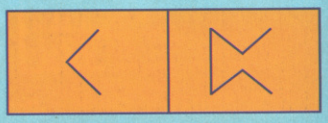
HEIMDALL 2

(Core)

An old favourite of The Last Resort, the original *Heimdall* has kicked up its fair share of kerfuffel amongst many an AP-reading game player in its time. "Where is Frey's Spear in Utgard?", "Where do you use the Desericon spell?" and "How the heck do I open the door to the Orchard of Iduna?" are just the kind of bizarre-sounding questions I've been asked far too frequently for my liking. (Luckily more knowledgeable souls have put me right). And with the release of *Heimdall 2*, I have the alarming prospect of staring in the very near future with equal bewilderment at questions such as "Where do I find the magic parsley to garnish Granvill's holy parsnips?", "What style of haircut will win me respect with the Barbers of Kernache?" and "Will the spell of Staff Discount be useful in Ye Olde Store of Waitrose?"

Hopefully, though, with the arrival of this invincibility cheat from Tony Mitchell of North Wales, such letters may be delayed for a while. Over to you, Tony."I was busy messing around trying to figure out some new spells, and whilst attempting a reveal spell I seemed to activate the cheat mode. It goes like this.

Place the following runes in the spell block and activate them as normal.



And that's it. You're party will now be invincible, while still able to build up their stats which, I think you'll agree, is extremely useful."

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS

(Krisalis)

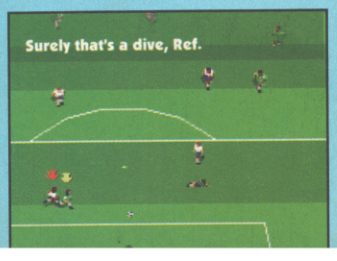
And now: Football. "Whilst playing *Man United Premier League Champions,* my goalkeeper gave away a penalty. In despair I for some reason pressed Fire and pushed the joystick up. The opposing player took a shot, but my goalie saved it." But surely, Michael McMahon of St Austell (whose letter we are quoting here) this could have just been a coincidence? Complete Control hasn't got time for coincidences, you know. "But no! I tried it again, and he saved it again! Now every time I concede a penalty I just press Fire and Up and my goalie always saves it! I have discovered a cheat!" Ah – good man. We'll print this one, then. Colin Winnard also advises thus "for people who can't score": "First you need to be able to dribble fairly well. Now put the ball down either wing and cut inside. The keeper should go for your feet so dribble past him and put the ball in the empty net." For what it's worth, Colin, we'll print your brainwork too.

SIERRA SOCCER WORLD CHALLENGE

(Sierra)

More illicit penalty-saving advice, this time from Matthew Softly of Essex.

"If you get to the penalty shoot-out and you are not very good at saving goals, then as the opposing team player is running towards the penalty spot press C, F2 then Fire. This should cause a white wall to spring up out of the ground in front of him, and his shots will then either miss the goal or fly straight into your arms."



(ESP Software)

Blatantly obvious, but possibly not something you'd have thought of without Isabelle Rees of Surrey pointing it out first. According to our Is, you should save the game then continue for a day or two writing down the names of the winners of the races. Then load back up your saved game and bet as much money as you can on the horses which you wrote down, and as they'll all be certs, you'll be onto a winner!

STARDUST

(Daze)
You want levels codes? You want extra mayo on that? And hold the tomato? As we say at AP, you got it.

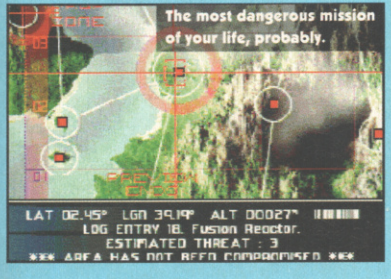
Second world completed, access to warp sequence and special mission – CDSSUAAAAMGL
Second world completed, full weapon power and lots of lives – CISUVAATANGK
Third world completed, access to warp sequence and special mission – DBSSUAAAANGL
Third world completed, access to warp sequence with eleven lives – DLSUVQATALMK
Fourth world completed, access to second special mission or final tunnel, eleven lives and full weapons – ELSUVXRRAJLL
Thanks to Duodenum Patel of Norbury.

Stardust, the game that just got superer than ever before.

HIRED GUNS

(Psygnosis)
Now back to *Hired Guns*, where Graham Purkins of Midlothian was worried that there might be fellow APers struggling on a couple of bits that the tips we previously printed did not cover. It's nice to know people care, eh?

1) On level one of the full mission the hole at the top of the three lifts is opened by pressing behind the blocks at the back of one of the starting buildings.
2) Don't forget to press the switch at the bottom of the first lift shaft on the Artificial Island in preparation for later in the game.
3) Run a character north to the Laboratory Test Site to open a hole (near your staring position) used to skip part of the level.
4) And what about the door halfway up a wall near the beginning of the Animal Enclosure level? Combine the Psi-Amp behind the right door in the large cavern in the main building with the lift.



IMPOSSIBLE MISSION 2025

(Virgin)
Here are some level codes for MicroProse's fun, if slightly disappointing, *Impossible Mission 2025*, as sent in by Raymond Orchard of Poole. Or, to put it another way, here are some level codes for MicroProse's fun, if slightly disappointing, *Impossible Mission 2025*, as sent in by Raymond Orchard of Poole.

LEVEL ONE – CARPARK
Section two – ETQFJXXD
Section three – EXQEJDC

LEVEL TWO – OFFICE ZONE
Section one – FBQDDXRE
Section two – FDFQCVXIA
Section three – FJQCHXOM

LEVEL THREE – INDUSTRIAL ZONE
Section one – FNQAYXHI
Section two – FRQYCXVL
Section three – FUQTBXQE

LEVEL FOUR – COMPUTER CENTRE
Section one – FYQOPXEF
Section two – GCQLRXWB
Section three – GGQKTXUF

LEVEL FOUR – CONSTRUCTION ZONE
Section one – GKQJYXDI
Section two – GOQJFXBK
Section three – GSQFDXZA

DON'T FORGET

Do not bring to the boil or overheat as this will impair the flavour. Ensure surfaces to be painted are clean and dry and free from grease. If it has not cleared up within three days consult your doctor. And please try not to let it slip your mind to send us something along the lines of what you've seen here in preparation for next month's tip section at Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. And make it a playguide, and we'll send you a prize!

ACTION REPLAY POKES

Up hexadecimal creek without an Action Replay cartridge? Quote the number 001F53 to your parents over Sunday lunch and they'd probably think you were mad; quote it to a queue of people waiting for a bus and someone would probably call the police; but quote it to an Action Replay-wielding *Cannon Fodder* enthusiast who always seems to run out of bazookas, and their eternal thanks (and maybe even a box of chocolates) will be yours. And when you let them know what the number 000639 does – well, let's just hope you'll invite us to to the wedding. Of course, we're still *not* entirely sure how many Action Replay owners there are out there (and hence how much use pokes will be), but (as ever) what the heck. Thanks, today, to Simon Pegler of Worcester and Katy Appleton of Notts. Bless their little cotton socks.

Game	Code	Effect
Batman Returns	02C091	Lives
Cannon Fodder	001F4D	Grenades
	001F53	Bazookas
	000639	Troopers
Championship Manager	05AE9D	Home Goals
	56AE9F	Away Goals
Crystal Dizzy	006AEE	Lives
D-Hero	001F33	Lives
Donk	07C25C	Lives
Global Gladiators	045E6C	Lives
Goal	0104AF	Goals (home)
	0104B1	Goals (away)
Crash Dummies	00488E	Lives
Jimmy Whites'	0M5AD7	Points left
	0M5AD9	Points right
Micro Machines	003945	Lives
	0M6627	Laps
Mortal Kombat	027F45	Left hand Player wins
MK (cont.)	027F49	
	027F47	Right hand Player wins
	027F4B	
	028038	Time
Mr Nutz	041C80	Lives
Niki Baum	0034A9	Lives
PP Hammer	0105BE	Lives
Project X	08B470	Lives
	08C6BE	
RBI 2 Baseball	01E027	Strikes
	01E02D	Outs
Soccer Kid	002764	Lives
	00297E	Energy
	000223	Time
Striker	0M4027	Goals (left player)
	0M4029	Goals (right player)
Superfrog	0817CE	Lives
Turrican 3	001759	Lives
Wolfchild	000FFC	Lives

APOCALYPSE

Tips so good that even Marlon Brando wants to read them. Way cool AP.

I've failed all my exams, my friends don't bother inviting me out any more and, if I had one, I'm sure my girlfriend would have left me by now. But anything I can do to convince you further that I am actually capable of more than mindlessly typing out letters month to month (with what, for all you know, could be a virtual complete ignorance of computer games altogether) and sticking in a few pathetic jokes (most of which get edited out anyway), has to be worth it. Having upped my games-playing credibility one notch last month with my solution to *Innocent until Caught*, maybe, I thought, I could score a few extra boy-he-must-be-really-good-at-playing-games brownie-points by running a guide to *Apocalypse*. So strap yourselves into your multi-role combat choppers and let's get ready to rock, children...

LEVEL ONE

1 Firstly you'll want to rid yourself of the Howitzer – fly immediately left and let it have it with a rocket or some fire. You can't crash into the platform or the gun itself, but it will take some shooting at.

2 Next, fly right and fire-bomb the radio operators' hut (fire-bombing a hut instantly kills everybody inside – and you don't want to let these guys out as they're armed with rocket launchers). Rescue the POWs from the hut next door and to the left of what's left of the Howitzer, and head back to HQ. (And, yes, you can shoot your own men whilst they enter the tent, so be careful and don't!)

3 The remains of the level is now a doodle. Blow open all the huts if you like (one at a time because enemy soldiers will start to kill any lose POWs) but you may as well just collect the remaining men from the first, second, fourth, fifth and eighth huts along. Don't get too close whilst firing at a hut or you'll get caught in the explosion.

LEVEL TWO

1 The hardest levels by far – don't let anybody out until you've cleared the area of danger. (If you play carefully there's no need to let any enemy out at all.) Fly right to give you room to take out the enemy chopper. Fly slowly left along the line of the trees spreading bullets to nip the first two gun turrets in the bud and return to HQ. Fly to the bottom of the play area and head left full pelt firing bullets into the ground – this should scupper the tank as you pass (a rocket or homer on the way make absolute sure). Fly up to bump off the third and fourth towers and return to where you just took out the tank. Position your chopper in the middle of the screen and zoom left over the water and past the second tank firing into the ground as you go. Turn around and you should have no problem killing the tank. (It will be firing in the wrong direction and less likely to hit you.)

2 Shoot the hut to the left of the waterfall and choplift the four POWs back home (from now on you should return all POWs as soon as you find them) but beware of the tank that has appeared on the Hospital tent H-Pad. Fly around the waterfall to take out tower number five and six (warning: tower six is very close to tower five, but lower down) then approach the land to the left of the waterfall spreading bullets to take out the gunner (before he gets you) but not the hut. Get turret seven (warning: it's higher up than the others so far) then let the POWs out of the hut – they split into two groups taking four flights to get them back to safety. Avoid scrolling too far left to pick up the left group or you'll get shot, and prepare to spray the rocket-launching baddies that have appeared as you approach HQ with bullets and flames.

3 Fly vertically up the tower you last destroyed spraying bullets to take out the next three towers along (warning: they are very close, and at different heights). Spray bullets and rockets and seekers to take out the gunners below, shoot the next tower and fly back to take out the tank from the other side. Let the POWs out of the hut, blowing up the hut on the ground nearest to HQ on your way back to get your remaining men to appear from the hut to the left. (But don't blow this up, or enemy soldiers come out too, and start killing them.)

LEVEL THREE

1 Hold down fire and fly slowly letting bullets off along the height of the trees to take out the gunners, crates and boxes until you reach the ship (where there are two choppers waiting for you).

2 Take out as much of the ship as possible – the gun turrets don't fire at you (so don't worry) and you can fly in front of the ship. If you fly slowly along the deck of the ship (don't crash into it though) you should be able to take out the rocket-

LEVEL 1

LEVEL 2

launching enemies and the tank before they even appear on screen with a chance to get you.
Now fly back over the boat. The scientists, along with numerous baddies, should have appeared. The secret here is to lure everybody towards your chopper. Fly towards them, but not over (this prevents the enemy having any chance of launching rockets at you) and when they start walking towards you, fly back and land on the edge of the ship. The enemy soldiers should walk into your fire, whilst the scientists will scramble aboard your chopper.

3 By carefully flying back and forth (but not over) coupled with selective firing you should be able to lure all the baddies into your spray of bullets, and all the scientists aboard. You'll need to make two trips to get the scientists home and dry – providing you fly full pelt you'll be invulnerable from any rockets that may be launched at you.

LEVEL FOUR

1 Fly right to give you room to take out the two enemy choppers with seekers, and you may as well blow up the huts while you're there. It's easier to take out baddies on this level before they appear on screen. Fly left and down slightly from HQ and spray the enemy soldiers with bullets or fire-bombs but don't scroll right over the platform.

2 Now, circle back under the platform and slowly left in order to machine gun or rocket the jeep, soldiers and hut on the second platform practically before they're even in view. Again, circle back under the platform firing to take out the next jeep and hut. Fly along, shoot the other hut and prepare for another jeep. Two more huts and plenty more soldiers lie to your left, along with seven gunners hiding in the trees.

3 Follow the trees up, shooting as you go, and as land appears, prepare for three choppers. It might be wise to go back and hang around HQ for some more seekers, or you could try flying right to the top of the screen (you're safer from their fire here) and letting them have it with rockets, fire and bullets. There are two more gunners to the left of the platform. Now all that remains is to take out the tank at the bottom, blow up the door and head back to HQ.

LEVEL FIVE

Don't crash into the walls or ceiling for starters. Just fly along letting everything you see have it. And with the amount of credits you should have built up by now – victory will be imminent. You see, it's easy when you know how, er, or something like that. I forget.

● *RICH PELLEY*

HEIMDALL 2 PART 2

Time to strap that girding around your loins once more, and head off into the long dark night of your quest.

Last month, you were left in the fortunate position of having procured the first piece of Ro'Geld and a talisman allowing you access to the magical world of Utgard. This month, we're going to take you through all but two of the remaining worlds.

First off, take heed of the following hints. This guide isn't just a straight walkthrough. You're going to have to stock up on a few essentials such as healing potions and Mana replenishment potions. Learn how to cast some of the handier spells, such as heal, shield and fire bolt. Before you engage in any combat with skullduggerous denizens, save the game – you might screw up. Saving the game saves a load of time in the long run. And, er, that's it, really.

1-2 Go through the new portal in the Hall of the Worlds. Walk until you come across a dying man. Speak to him until he dies. Go back into the previous screen and fire an arrow into the circle of fire. This takes you into the half-world. Go back to the dead man and speak to him some more. He'll leave you his armour. Go back to the circle of fire and let off another arrow. Put the armour on and head for the castle at the top of the screen.

3 Give the King the letter from the dying man. The king will give you another letter. Scout about the castle for a bit until you come across a table with a rainbow ring on it. Take the ring from the table and then head for the map screen. It's to the right of the entrance to the King's hall.

4 Go to the Giant's Isle and head for the Ice God's cavern.

5 Once there, fill your flask with water from the pool in front of the statue.

6 Go back into the Fire God's cavern and pour the water on the fire. Head back to old Frigidarius's boudoir. Miraculously, a bridge has appeared. Cross the bridge and follow the path until you come across a room with a token irksome creature inside. Kill it off and pick up the talisman you find there. Throw the rainbow ring into the sphere of light.

GIANT'S HQ

7 Walk until you come across a desk with a candle on it. Push the candle over. Take the talisman after the flash fire and head back to the Hall of the Worlds.

UTGARD 2

8 As soon as you go through this portal, Heimdall gets knocked unconscious. He wakes up inside a cell. Outside, there is a rat. Knock the bread over to the rat. As a reward, the rat pulls the lever that opens the cell door.

9 Explore the castle until you come across the Dwarven King. Give him the letter. In return, he will give you another letter. Go down the steps and take the second piece of Ro'Geld from the skeleton. He won't mind.

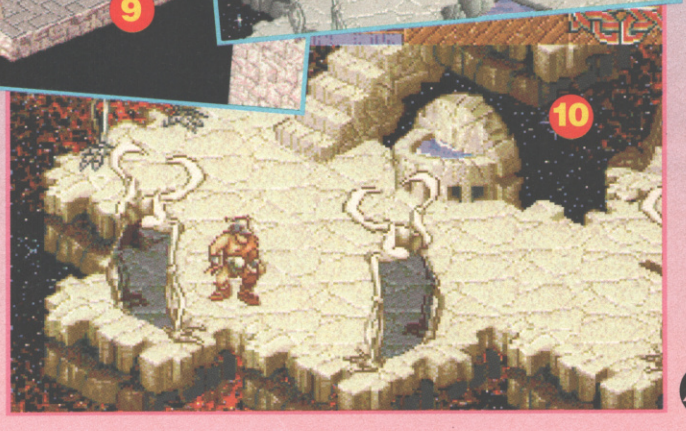
10 Go back to the Hall of the Worlds by following the route behind the King's throne. Before attempting to jump past the jet flames, save the game. Head back to the Hall of the Worlds.

HER'KER'YN

11 Into the jaws of the Druid's Grove you go. Speak to the Druid and then go into the map screen. Go to the Dakta Village. Ignore the first Dakta you come across at the quay. Head to the armourers and kill the Dakta there. Speak to the man who is making a sword. Tool yourself up with the sword. It will make any combat you enter into from now on that bit easier to see through to a fruitful end.

12 Fighting like that is thirsty work. Head for the pub for a lemonade. Kill the bullying Dakta. Explore the place some more until you come across two Daktas in a room. Kill both of the *("muddy funsters". – Ed)* and head back to the map.

13-14 Go to the Dakta HQ and prepare yourself mentally to kick some butt. Jump down past the spikey ball and hide in the alcove. Press the switch on the wall. The ball will freeze and some



steps will appear. Go into the room that contains a pile of treasure and press fire in front of the map on the wall.

15 You'll be faced with a mirror reflection of yourself. Kill it. Kill the Dakta, take the Talisman and make your way back to the map screen.

16 Travel to the ???? Island. Ignore the spider, you can easily outrun it. Now, you'll find yourself faced with one of those infuriating puzzles that you're supposed to solve from the given clues. If, unlike me, you can't be bothered to work it out for yourself, here's what to do; go to the furthest left column, up four tiles, down one, right one, up two, left one and up the rest.

17 Tighten your bow string, synchronise your timing and sharpen your marksmanship in preparation for the next task. Shoot an arrow into each and every mouth and collect the Ro'Geld. Head for the Hall of the Worlds again.

TAL KER'YN

18-19 This is the Hall of the Gods. Go into the Death Goddess's room. Kill Heimdall and Ursha by walking into the statues. Walk into the light that appears on the wall. Take the crown and the holy symbol, and then walk out of the room to bring both characters back to life.

20 Go into the Judge God's room and place the crown on top of the head in front of the lectern.

21 You will now be judged. Assuming that you haven't committed any crimes worth retribution, the judgement should go well. Take the holy symbol.

22 Go into the Air Goddess's room – the Cloud Room – and walk into the lightning in order to teleport. Take the shield, armour and helmet. Discard the helmet in the main room. A bridge magically appears. Take the Holy Symbol and pick the helmet back up.

The next room you should meander into is the God of the Weak's room. In true Teutonic Aryan style, kill him and praise the god of the struggle against weakness. Kill the other man as well. He may prove a bit tricky. Make sure you're well stocked up with throwing weapons and arrows. Once again, take the holy symbol.

The Light Goddess's room is easy. Make your way across the tiles. It would be an insult to your intelligence to tell you how. Take the Holy Symbol.

23 This bit is annoying, because I forgot to take a note of what I did. So, sorry about this, but you're going to have to work it out for yourself. You have to collect seeds from three of the plants and throw them on the lawn. To prove that I did it, look at the screen shot. Take the Holy Symbol.

24 Go to the closed door at the end of the corridor and place the Holy Symbols on the spaces on the floor. Go up the stairs and place the shield in the path of the laser light.

25 Take the piece of Ro'Geld. Go back to the Nature God room and take the other symbol. Back to the Hall of the Worlds and head for Her'Ker'Rn. Give the Druid the symbol.

26 Walk through the gate in the trees. Walk onto the turtle's back and say hello to the fire sprite. He will teleport you back to the Hall of the Worlds. Well done.

Tune in for the last of *Heimdall 2* next month.

● ***STEVE McGILL***

It's for two players! It's *Thrust!* It's two-player *Thrust!* It's...

GRAVITY FORCE 2

If we were to cast our minds back over the last five years or so, the event that would spring most clearly to mind, even more than the Gulf War, Mrs Thatcher's deposition or the first pictures from the Hubble space telescope, would be the appearance of *Gravity Force 2* on AP39's coverdisk. It was a truly monumental occasion, and one which has truly changed our lives for the better.

So we've been playing it quite a lot and, as a result, we've reached a terrifying level of *Gravity Force 2* knowledge. Here is some of it:

OPTIMUM PREFERENCE SETTINGS

- The longer the game lasts the better, we find – there's more chance of 'the best man winning'. So set the shields and lives to maximum.
- Don't bother fiddling about with things like gravity and air resistance settings – it's rarely as much fun as it sounds, and you'll only end up having to change them back again.
- We only really tend to use bombs and non-guided missiles (rockets) from the special weapons menu. Guided missiles are fun, but a bit impractical, and the rest don't really seem much use.
- And don't forget to switch Fast Menus on.

TWO WAYS TO PLAY

Gravity Force 2 is in fact two games in one (sort of).

- Play it the normal way by selecting cannons and rockets and trying to blow each other up...
- ...or there's the method favoured by our mysterious Reviews Editor, Jonathan Nash (who we suspect is frightened of explosions). Disable the cannons altogether, and select Super Brakes as your special weapon. Then attempt to ram each other into the walls. This tends to work best on soft, squidgy levels like The Circle and Snow Castle – it's all over a bit quickly, otherwise.

OTHER TOP TIPS

- If you choose a two-player tournament rather than a straight two-player game, you can have fights on the race levels as well as the normal ones, with no funny numbers in the way.
- For the ultimate in destructive weaponry, choose non-guided missiles and a cannon with the shortest possible reload time. Then, send a stream of bullets towards your opponent. Just before they reach him, let off a missile along exactly the same path. (Easiest if you're pointing straight up or down.) If you time it right, the missile will collide with the bullets just next to your unsuspecting opponent, with the ensuing explosion either killing him outright or sending him spinning into the nearest wall.
- Can you find out what the secret message says at the top of Lying S, on the Legoland levels? We'd suggest you top up your fuel before making the attempt.
- Or try bombing your way through the floor on the Grasslands level Race 0. Spook, eh?

And that's it. Apart from the box on the right of our favourite levels.

Roll on, *Gravity Force 3*, we say.

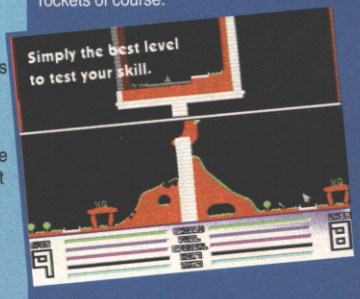
● JONATHAN DAVIES

OUR FAVOURITE LEVELS

The simpler ones are best, we tend to find.

THE TOWER

Its symmetry makes for an even contest, with the soft bit in the dividing wall making a tempting but hazardous short-cut to victory. The landing pads are tiny, and tricky to hit if you're in a hurry, making the big walled-off landing area particularly handy – unless your opponent's got rockets of course.

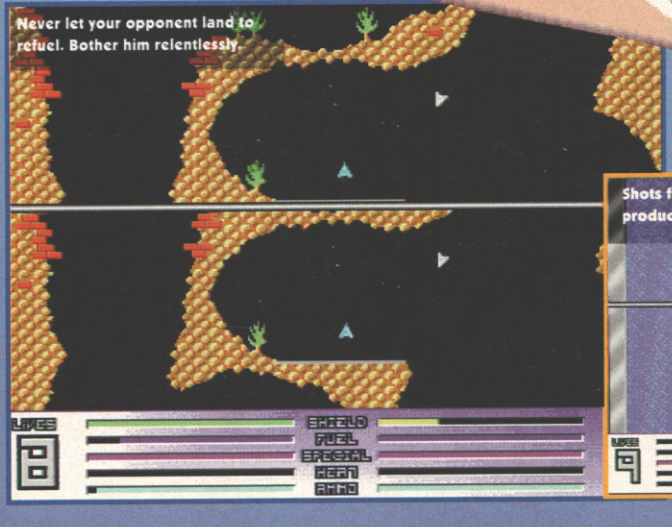


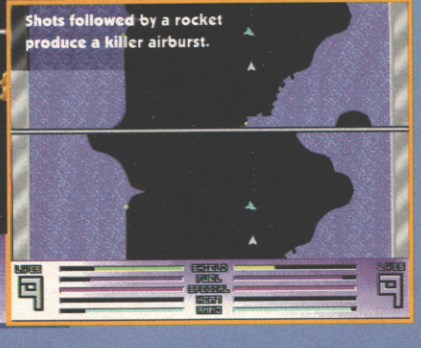
BEAT THE RABBIT

This works best if the player at the bottom has bombs, and the player at the top has rockets. And the rabbit proves surprisingly dangerous.

T-TIME

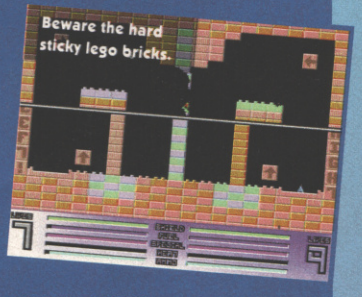
Do you blow a hole in the wall above your base to allow for a faster exit? Or content yourself with sneaking out through the hole at the side, safe in the knowledge that you're less likely to get bombs landing on your head.





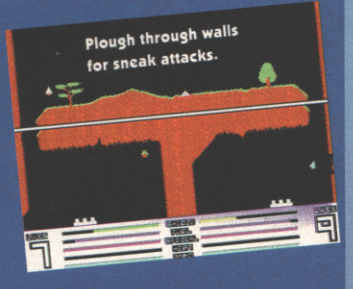
ICY CAVE

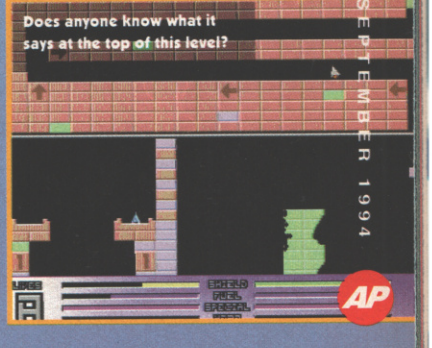
Hmm. They've all been Grasslands levels so far, so how about this? Or indeed any of the other largely-similar Arctic levels. They've got lots of narrow passages to chase around, but nice, soft walls so it doesn't matter too much if you hit them.



CHAOS CAVERN

Small and confined, for brief, intense battles. Dare you linger on your launch pad? We rather think not.



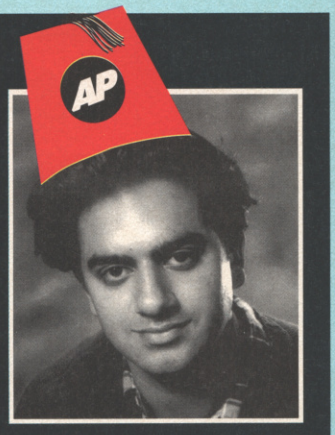


BAFFLED?

Then maybe you need...

THE LAST RESORT

with Rich Pelley



Agadoo, do, do, push pineapple, shake the tree. No good? Then write in and let Rich Pelley prune your gameplaying problems with his magic secateurs.

Nice new photy, eh? That's probably because it isn't actually me. Psychological torture (the perpetual dripping of water on the forehead and such), theory supposes, is even more unbearable than actual physical pain. Lack of experience prevents most of us from believing this but let me assure you – if there's one thing likely to dissuade you from writing to me when you're stuck on a game, it's a photo of what I look like after marshalling together a year's worth of Last Resorts. So we got in this stunt double of what I'd probably look like had my destiny proved otherwise, and photographed him instead. And life, the universe, and The Last Resort will, with any luck, be allowed to go on as ever.

FRONTIER

Q "In issue 33 a Mrs Diaphonous Grant of Lanarkshire blew the gas on how to get unlimited money, but you can't start on the planet Lava. And when you get there, there's no Cobra Mark Ones for sale."
Jerusalem Bates, Yorks

A "I've been putting the barrage of *Frontier* queries we've received over the past few months off for a while (until I worked out what was going on for myself), but now, I think answers must be given. Firstly, 'J', the planet's name is Lave (not Lava), one of the offered start positions (and familiar from the original *Elite*) (don't blame me – I didn't type the thing out), and secondly the ships appear randomly (so you're right – the chances are there won't be a Cobra Mark One up for grabs). But the place and exact ship is not important. The cheat involves trying to sell a ship with passengers still on board where you will be credited for the return value of your ship and debited for the new one but (because of the passengers) no exchange will take place. The trick is to attempt to buy a ship worth less than your current craft so that you're credited with more than you're debited. And don't forget to take your passengers to where they want to go before you go shopping with your new-found wealth, or it's straight back to poverty again...

Q "Whenever I try to land on a planet I'm attacked by enemy fighters. No matter what planet I go to I still get laid into."
Mr Jaw Pea Brown, Renfrewshire

A "More practice at space combat is the only solution here, Jaw. The cheat above will buy you a better ship, and if that still doesn't help, try saving the game every time you dock (so you can reload if you get shot down). And an easy route if you're just beginning is Ross 154 to Barnard's Star and back trading in animal meat, machinery and computers; the chances of getting attacked are fairly low.

LOOSE ENDS

Okay, I admit I haven't got the faintest clue as to what these people are on about. Have you?

Q "In DEUTEROS where and how do I find the plans to the Star Class Galleon and the helium deuterium fuel? I can defeat the methanoids and locate the self destruct mass tranceiver, but when I finish off the last drone it says 'We are certain that there is no more mechanoids left. Victory is ours. Game over'. Eh?"
Antony Williamson, Skegby

Q "In DARKSEED I have recovered the shovel, binoculars and used the axe handle on the heart of the Power Nexus 'vibrating with horrific alien energies'. What do I do with it now? I have also recovered the grave journal and was promptly thrown behind bars. Does this connect with the message "turn yourself in and leave behind the key..."? If so what am I supposed to leave behind? What is the purpose of the car in the garage and the painting on the living room wall?"
Steve Daglish, Scarborough

Q "I cannot get to the end of the final level of OSCAR on the Amiga 1200. And I'm not much cop at DENNIS either."
Justin Sira, London

Q "I'm seriously stuck in Kurst street in KGB (the part with buyer 2 and Hollywood). I've been beaten up around there a hundred times trying things!"
Antony Caria, Hounslow

Q "On the fourth level of the pyramid section (with five minutes on the clock) in FURY OF THE FURRIES there is only one red Furry available and there are two saws that appear near the start. There doesn't seem to be any way through – eating blocks has no effect and heading right gets you to a long bath of acid."
Shirley Baker, Bristol

Q "DUNE 2. Mission eight. *(And there's still no reply to Ian Crawlery's request a few issues ago for help on mission seven. Anybody? – Rich)*"
Ben, Uttoxeter

Q "In LEISURE SUIT LARRY 5 I have the battery charger, camcorder and tapes but I still can't get anywhere. There are no other places to go and I cannot move along the road outside. Somebody please show a little mercy on me..."
Mr Airbrush Walter, Barnstaple

CASES CLOSED

My knowledge pales into significance in contrast to the combined knowhow of our readership.

SIMON THE SORCERER

Q We ran a complete solution to this one back in issues 36 and 37 – complete that is, as Dave Booth of Riddings pointed out, with the exception of telling exactly where you could find the shopping list.

A "The shopping list initially registers as a piece of paper – once you've given the beer voucher to the dwarf in the cave, collected the gem and been escorted out, walk to the top left of the mine and you'll find it lying on the ground."
Anon

INDY J'S LAST CRUSADE

Q Phil Payne was certainly finding *Indy J's Last Crusade* a bit of a 'payne' (chortle). He had got into the Zeppelin, smashed the radio, got into the envelope but kept running out of energy.

A "You cannot avoid being chased off when starting the biplane so you should be pretty fast. Remember the following when starting it up though: a) turn on the APU, b) pump the oilpress handle three times, c) turn on the fuel pump, d) switch to the tanks with fuel in them, e) turn on both magnets by pushing the switch to far right, f) put the throttle out and g) switch on the ignition. Now when the APU meter reaches 300 press the relevant button and you'll be airborne.

LIONHEART

Q Jex Chin of Humberside's bane in life was a simple one: he had no cheat for *Lionheart*.

A "At any point during the game (although obviously it makes more sense to do it at the start) pull the joystick down and pause the game, press CTRL and HELP simultaneously (the screen should shudder). Your life-worrying days should be now over."
Alex Murison, nr Swansea.

WHERE SLEEPING GODS LIE

Q Phil Ducker of Bedfordshire was sceptical that anyone else would have even heard of this game, let alone be able to help him out with his particular dilemmas.

A "Hey, Phil, I've played the game too! And, just for you, a complete solution to Kingdom one and two will follow...

KINGDOM ONE

"Take the pebbles and the bowl from the hut, head through the north door, shoot any bandits that get in the way and pocket anything they leave. Listen to the old man to the north, exit east and head to East Caila (the mole hill to the south containing the back door key to your house). Return to Southern Caila and fill your bowl with water, re-enter east Caila and head south towards a pair of closely spaced trees. They let you through if you have water. Northern Taira is now open. In the north west corner you'll find the bandit leader – shoot him and collect the map he was carrying. Go to the east exit of Northern Taira and enter West Caila. You'll find a peasants' hut containing some useful items – yes, even that mouldy looking lump of cheese. This can be used to distract the mousey creatures whilst you sneak through the exits they guard. Chances are you'll have met a good few bandits by now and picked up plenty of extra weapons – you'll need the Staff Sling to bump off the two headed thing at the north of Western Caila. It drops a circle of concentration when deceased. Return to the old man and he'll reward you with a potion, needed to find the hidden pass in the south east corner of Northern Taira. It's represented by two closely spaced stones. Once you're into Southern Taira you have only to find the magic tree at the centre and you're taken to the next kingdom, and Prince Gregor.

KINGDOM TWO

"*(Oh no you don't! We'll finish off next issue thanks, Lee. – Rich)*"
Lee (Colin) Blackman, Nottingham

SCOOBY AND SCRAPPY DOO

Q "Is there a cheat?" asked Thelma, Daphne, Fred and Shaggy in issue 39, the one with *Impossible Mission* on the front. And did the world care? Well, a small proportion of it did.

A "On the map screen which appears between levels type SCOOBY DOO for infinite lives. Got that?"
Matt Donovan, Kidderminster

LEISURE SUIT LARRY 2

Q And to conclude, Steve Sedgely of Eastbourne couldn't get much further than finding a dollar, buying a lottery ticket, buying some soda and then getting shot because he couldn't afford it.

A "Walk over to the studio and give the ticket to the woman behind the desk. She will have lost her glasses and in her blindness will give you the winning number. Write this down, then when she asks you for your number enter the one you now know is guaranteed to win. When you are in the green room sit down on the chair at the back of the room. You will get invited to a dating connection show – when that's over sit back on the green chair and you will be invited to spin the wheel. You will now be a millionaire!"
Sam Clarke, Littlehampton

Well, two pages, 2561 words and three jokes *(What was the third? – Ed)* later, that's it. Write in and tell me all at 'Questions' or 'Answers', The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, and I'll do my level best to include you in next month's festivities. Probably.

Q "I am having difficulty completing the photograph missions for the Imperial Navy. The mission briefs you to snapshot a building on a certain (usually unpopulated) planet. Locating the planet is no problem, but where are the installations to capture on Kodak?
Jet-set McAlpine, Glasgow

A I've never actually completed a photo-recon mission, but I think I'm right in saying that the building will appear as a different colour dot whilst closed in so the planet surface just fills your view screen. (Taking it down to minimum detail might help). Head for the dot – eventually you should be able to target it, and then it's merely a matter of flying in. The closer you get, the better the pictures are, though I'm not sure if you get extra credit for this. The same tactics are, I believe, used in the 'nuke' mission.

Q "Can one buy any ship bigger than a Panther Clipper? And is there a more powerful weapon than a Large Plasma Accelerator?"
Matthew Blades, Lancashire

A Neither the Long Range Cruiser or the Lynx are for sale; in fact, they don't seem to do a lot apart from hang around outside space stations next to that big sign marked 'Laser Fodder'. However, rumour has it of a ship called the Mirage which is only available once you are an *Imperial Prince* and Elite. As far as weaponry goes, can't see why anyone would need anything more powerful than a Large Plasma Accelerator, but there is a special mission in which you're given a nuclear missile to take out a building (not that you can fire it at anything else, though).

INNOCENT UNTIL CAUGHT

Q "After two and a half hours of playing I have no qualms about admitting to the world that I am stuck. In the police station when you talk to the sergeant about the drugs raid it says in the solution he will then give you a bag of flour. Well, how?"
Mark Payne, Coventry

A Both the instruction manual and every other solution I've seen actually failed to mention this (you really should have waited for ours last issue you know, Mark), but when you are talking to a character, if you move your speech cursor over his or her speech bubble sometimes, specific words will highlight, and by clicking the mouse button you will automatically enquire about the highlighted topic. The police sergeant is the only case you actually need to do this in order to complete the game (highlight and click on 'drugs bust' and he'll hand over the bag of flour), but others will reveal more information than if you'd only talked to them with the standard choice of questions.

PARASOL STARS

Q "I got an Amiga 1200 for Christmas – my first Amiga – and also a copy of *Parasol Stars*. Please could you give me some hints or cheats to give infinite lives because I can't get past level three without being killed off."
Paul Hundson, Co. Durham

A Ah – *Parasol Stars*, truly a great game and (in spite of whatever the rest of the AMIGA POWER might tell you) a far superior game to *Rainbow Islands*. As far as game tips goes, you're speaking (in something of a first) to the right man. Make sure that you reveal all the hidden bonuses. You realise, I take it, this is done by throwing objects (frozen baddies, bubbles, each other etc) along certain sections of ground. The value of the bonuses increases from basic fruit up through chocolate cakes to crowns and eventually a 100 point coin, in fact worth an entire credit. If you die then the value of the bonuses resets slightly, but play it right (throw each other around before you kill the last baddy on each screen) and you should be able to collect three credits by the end of level one. Bonuses to look out for are the candy staff (and race to collect the huge bonus which appears once you've completed the screen), potion bottle (race to see who can collect the most bonuses), and rather more rarely the yellow and orange teapots (turning all bonuses to money and credits respectively). I've still got to tell you about Miracles and The Secret Worlds, but I'll let you digest that lot and get back to you next month.

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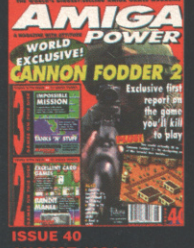

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AUGUST 1994
CANNON FODDER 2!

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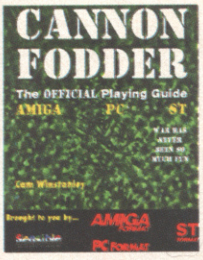

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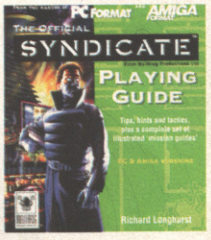

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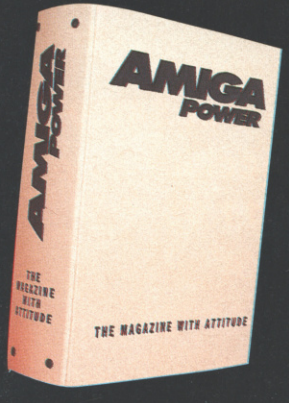

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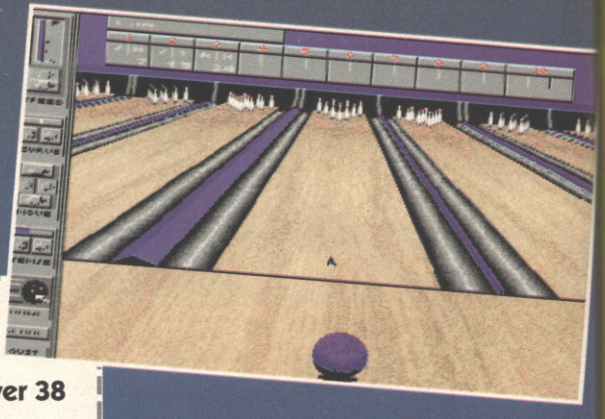

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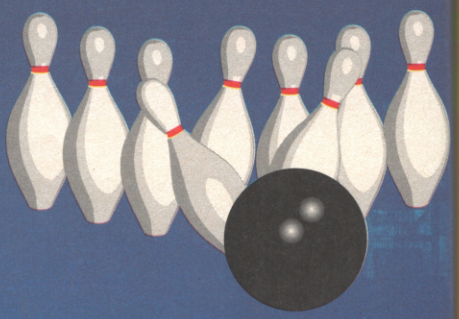
Concentrate. See nothing but the skittles. Imagine you *are* the skittles. And then throw the ball.



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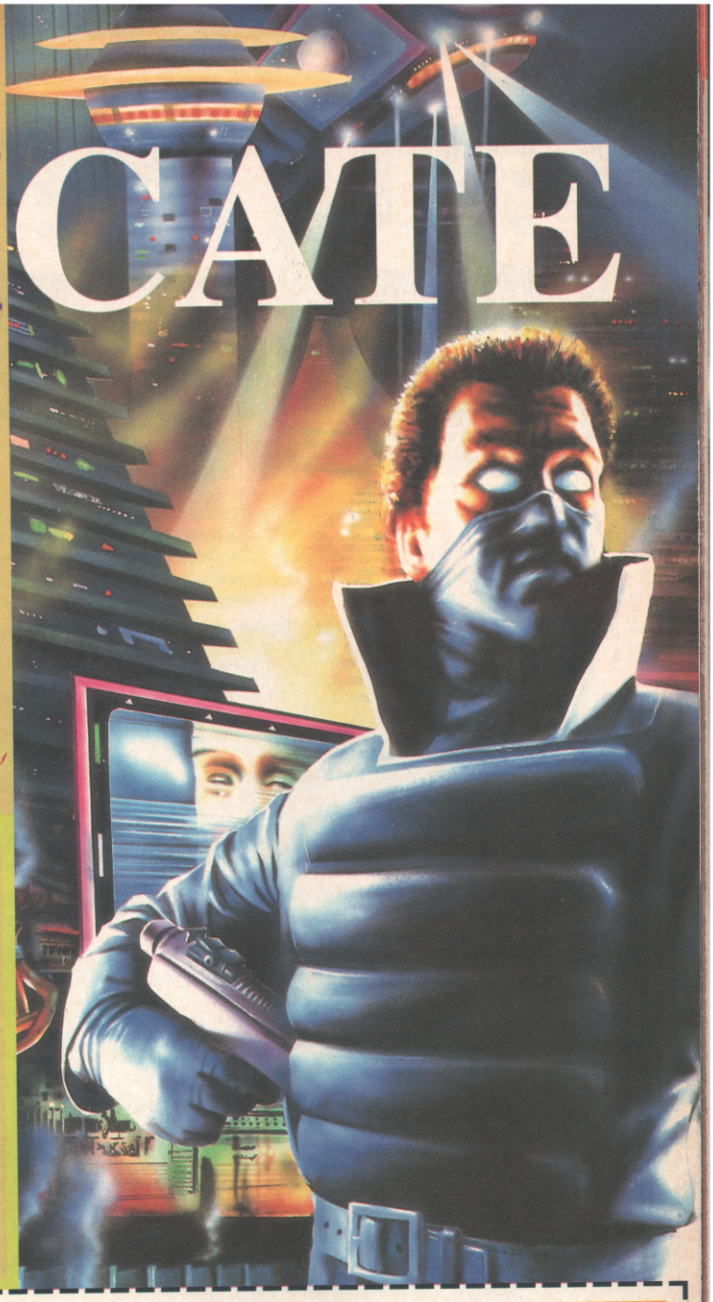

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AP41

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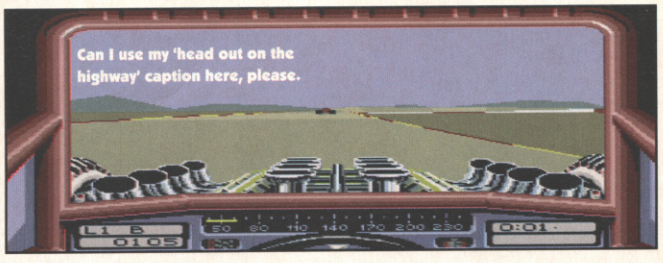
BUDGETS

Do you have any idea of how difficult it is to come up with a witty introduction to this section every month without once mentioning the word 'cheap'. No, we though not.

STUNT CAR RACER

Runs On: A500, A600, A1200
Publisher: Kixx
Price: £5
Release: Out now

It's a completely bonkers idea for a game, but that's no reason to criticise it. *Stunt Car Racer*'s an ancient game (relatively speaking) and it's been in countless compilations, but seeing as this release is so cheap, that's not a problem either. All you need to know is that if you don't already have this game, you should rush straight out and get hold of a copy as soon as possible.



It's the game that the brilliant Sir Geoff Crammond cut his teeth on before giving the world *F1GP*, and although the graphics are a tad sparse to say the least, the superb gameplay and brilliant handling that characterise *F1GP* are fully represented here.

You and your opponent have to race round three laps of a track to win, which sounds simple enough. The tracks look more like roller coasters however, with sweeping bends, huge jumps and soaring pinnacles, which means that if you spin off the track, it takes a crane to get you back on again. Now critics of the game like to point out that if you come off the track, then you've lost the game, but after playing the game for years and years, I can say that they're wrong. It's hard to win when you've come off, but not impossible.

The one player game's a top treat in itself, but if you can get two computers and a null-modem cable and play against a friend, then it defies description.

For me, there's still nothing quite like the joy of landing hard from a jump, bouncing, knocking your mate straight off the track and then scraping across the finish line on a broken axle to gain maximum points.

Competitive games rarely get any better than this.

● *CAM WINSTANLEY*

THE BOTTOM LINE
There are too few tracks, but thankfully they're all great. Kixx have saved you the trouble of hunting through games exchanges to find this classic racer by Sir Geoff Crammond. Every Amiga owner should be forced to own a copy of this classic by law.

91 PERCENT

HITS FOR SIX VOLUME 6

Runs On: A500, A600, A1200
Publisher: Prism
Price: £26
Authors: Several persons

Is this a collection of ancient games picked at random hoping to sell on the strength of the big-name MicroProse entry, or a box of old rubbish? Only you, the public, can decide.

SILENT SERVICE 2

As with the lead MicroProse games of the other volumes, this submarine sim takes up a good 98% of the manual – and that's the abridged version. When you come down to playing the thing, it's a massively involved and absolutely authentic (cue anecdote about being banned in Germany) but only moderately exciting game likely to leave the casual player cold. And judging by its eclectic selection of bedfellows, that's who Prism are aiming for, isn't it? The casual player? Hmmm?

68%

GRAEME SOUNESS SOCCER MANAGER

Footy management by numbers, which means flash icons failing to conceal a lot of tedious figures and quite amazingly awful animated highlights that manage to be worse than the original *Football Manager*'s. On the Speccy. Wholly gruesome.

7%

WORLD CRICKET

Cricket captaincy sim (no, really) from the author of Graeme Souness, with exactly the same mix of flash icons and tedious figures. At least the highlights are competently animated, this time.

8%

MAYA

Explore the jungles of South America, trading objects between villages to end up with the pieces of a valuable idol.

Stunningly boring with most of the gameplay involving bartering your icons for other icons; and a driving sequence where the scenery doesn't move. Bleugh.

9%

STORMLORD

Exact conversion of the undemandingly all rightish 8-bit game, complete with fearsomely irritating jump mechanism and pointlessly obvious puzzles. Why didn't they tweak the arrogantly linear gameplay, which, if you don't do things precisely in order, enjoys trapping you in a section of the level you can't escape from or even get killed in, so have to restart. Why? Why? (Etc.)

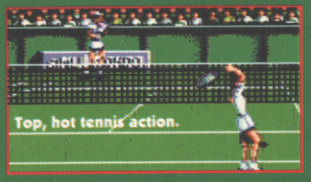
26%

3D WORLD TENNIS

Surprisingly attractive mix of management and actual tennis that has you picking fights with various people around the world to improve your form (you start off such a poor player that you can't cross the court in time to reach shots) before taking part in one of the big tournaments. The tennis bit's well done, with an unusual viewpoint (behind your player, but scaling as you run in or out) and some nicely generous collision detection on the ball, and the management stuff helps flesh it out. Yes. I like this one.

67%

● *JONATHAN NASH*



THE BOTTOM LINE
Not quite as bad value as the other two if you can't be bothered picking up the titles you want on budget.

27 PERCENT

HITS FOR 6 VOLUME 7

Runs On: A500, A600, A1200
Publisher: Prism
Price: £26
Authors: Almost certainly

Is this a collection of ancient games picked at random hoping to sell on the strength of the big-name MicroProse entry, or a box of old rubbish? Only you, the public, can decide.

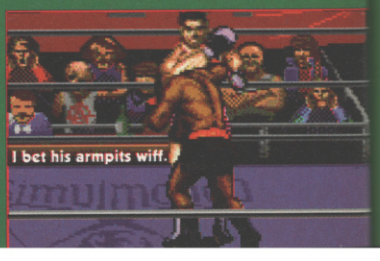
SPECIAL FORCES

Clumsily in-depth war game which takes ages to get going and even longer to understand. Basically, it's a more realistic *Cannon Fodder* (ie, you run out of ammo and get wounded) with some terrific ideas like being able to quarter the screen to see all your men at once. Far too complicated to be fun (all this 'fog of war' stuff's very well, but it doesn't make up for your squad being wiped out two minutes into the mission because you didn't know about the machine-gun nest) but fitfully absorbing and terribly clever.

57%

3D WORLD BOXING

Terrible boxing game. In 3D. Summed up neatly by the eight pages of irrelevant



WORLDS OF LEGEND

Runs on: A500, A600, A1200
Publisher: Action 16
Price: £17
Release: Out now

Legend has indeed become something of a legend. "Fab and gripping," chirruped Tim Tucker when he covered its budget re-release in AP26. And, "It'll keep you entertained for months" when, in the same issue, he reviewed *Worlds* of it. And Tim was right. *Legend* is a fabulous game, and one of the very, very few RPGs I'd ever consider playing for pleasure (rather than through a selfless sense of duty). And, given that *Worlds of Legend* is the same game with a different storyline and puzzles, it's hard to see how you could go wrong with it.

It's displayed in isometric 3D, as I'm sure you can see for yourself, which means it's easy to work out where your team of characters is in relation to everything else. To assist your further, a map is drawn as you go along. And, despite having one of the most complex, flexible spell systems ever, despite laying bare all those hit points and things, despite having loads of different objects which you can 'interact with' in all manner of different ways, *Worlds of Legend* is a game you can almost (almost) pick up and play without ever opening the manual. It really is very accessible. And it looks nice, too, with slick presentation throughout.

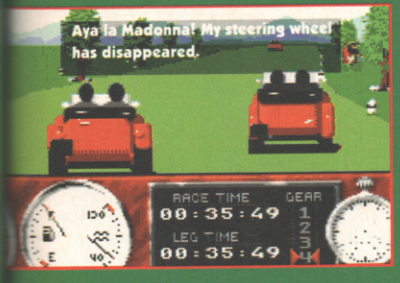
But the spell-casting system is the best bit. Rather than simply building up a list of spells as you gain experience, you invent your own spells from a list of basic runes. So you could (to cop out and quote an example from the manual) combine the runes Heal, Antimage, Surround, Paralyse, Continuous, Damage, Missile and Damage to create a spell that heals the caster, gives him immunity from magic, paralyses anything in the surrounding locations, and creates a wall of continuous damage spells which then shoots out missiles containing further damage spells. Phew.

When I used to compile The Last Resort every month (during one of the most miserable periods of my life), I got more letters about *Legend* and *Worlds of Legend* than any other game except *Monkey Island*. And its popularity truly is deserved.

● *JONATHAN DAVIES*

THE BOTTOM LINE
Basically the same as *Legend*, and now at a similar budget price. Either of them can be thoroughly recommended. And in fact are. By me. Right here and now. In this issue of AMIGA POWER.
88 PERCENT

history about boxing and the paragraph at the end telling you to hold down fire and waggle the joystick.
11%



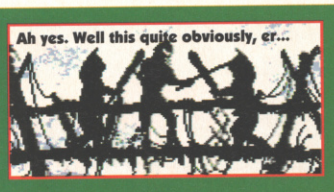
MILLEMIGLIA – THE 1000 MILE CLASSIC

Charming race game set in the 1920s where your greatest problem is bits of your car falling off.

Super atmosphere, from the scat-singing introduction to the digitised photos of the era, but almost no playability due to the inexpressably annoying random 'wheel jams' and typical racer faults like being smashed off the road by another car and seeing it zoom off with no damage. Quite lovely in a pointlessly Terry-Thomas way though.
46%

BLADE WARRIOR

Gimmicky and stupendously dull beat-'em-up-with-a-sword played in silhouette. Walk along, hack up some monsters, and

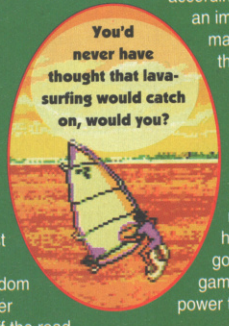


walk along a bit more.

Pick up a scroll and get attacked by some monsters. Then walk for a bit more, then set fire to your head.
8%

WINDSURF WILLY

Bizarre 3D windsurfing sim of zero appeal (apart from the spectacularly enthusiastic samples when Willy does a special trick) because by the time you've got the hang of 'reading' the wind and turning the sail accordingly (in order to get through an impossibly strict slalom) you may as well be doing the real thing.
19%



NEBULUS

Famous C64 platform game set on a rotating tower which is still very pretty and still very annoying. Some monsters can be shot, some home in on you, some doors go nowhere – it's basically a game that does everything in its power to tick you off. Grrrr. And bah.
62%

● *JONATHAN NASH*

THE BOTTOM LINE
Almost inconceivably worse value than the other two volumes if you can't be bothered picking up the titles that you want on budget.
6 PERCENT

HITS FOR SIX VOLUME 8

Runs On: A500, A600, A1200
Publisher: Prism
Price: £26
Authors: Jim Yibble, Eric Tom, Peter Legs

Is this a collection of ancient games picked at random... oh, what's the point?

RAILROAD TYCOON

More light-hearted than TV's famous Sid Meier's other games (*Civilisation, Silent Service* et al) and more accessible to players not fanatically interested in the subject while at the same time delivering the level of detail and complexity expected of The Sidder. He's a genius, apparently. So it's my fault I found it all a bit lacklustre and big boy trainsetty, I expect. And the word's 'railway.'
64%

INTERNATIONAL TENNIS

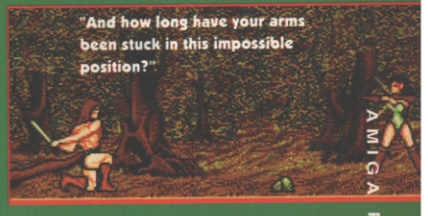
Marvellously playable tennis game with loads of options (singles, doubles, mixed doubles, court surfaces, computer intelligence), lemon-squeezy controls and real excitement in the rallies. And you can annoy the ball boys by running in their path – it's Match Point all over again. Quite the best game on all three compilations and definitely worth the £8 it costs on Zeppelin's budget label.
83%

WORLD CUP FOOTBALL MANAGER

This time round you get to see the whole match in interminable jerk-o-vision and jolly along your players with pithy comments. Frighteningly boring, but 3% extra for being the first game I ever reviewed for YS. Hurrah!
17%

TARGHAN

Passable *Rastan Saga* clone with indefensibly awkward diagonal control but some tremendous programmers-getting-



a-bit-carried-away war cry samples. It's fun.
60%

BIG GAME FISHING

Big game fishing.
3%

NETHERWORLD

It's *Boulder Dash*! In space! With guns! And it's extremely dull!
24%

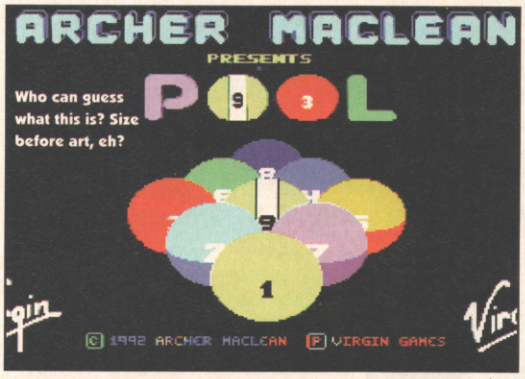
● *JONATHAN NASH*

THE BOTTOM LINE
Batman's back on Thursday afternoons, you know. It's great. Especially the episodes with Clayface and the Mad Hatter. They've mucked up the Riddler rather badly, though. Tcha.
18 PERCENT

ARCHER MACLEAN'S POOL

Runs on: A500, A600, A1200
Publisher: Hit Squad
Price: £15
Release: Out now

Long considered the pool game to end all pool games, Archer Maclean's got a fight on his hands in the form of Team 17's *Arcade Pool*. Who will win, which one's better and do we really care that much? Stay tuned and read on. *(As opposed to stay tuned but don't... oh, never mind. – Ed)*



The instruction manual calls this a virtual pool hall, and for once, the 'virtual' moniker fits. You're presented with a pool table floating in the infinite inky blackness of space (or a particularly dark *("Youth club." – Ed)* maybe) and using the easy-to-understand icon menu, you can zoom in and out and alter your view of the table. This is all very well and good, but you can never get a directly overhead view of the table, and when you're using a close-up view, you're left in the dark as to what's happening on the rest of the table. In fact, there isn't a single view where you can see all of the table, so boo to that, and big points to Team 17 for their top down view.

As far as the accuracy of the simulation, I'd say it was pretty close to the real thing. Hardened players can judge their shots by eye, but for us lesser mortals, you can opt for the line of travel option, which draws a helpful dotted line across the table, but sadly doesn't show you where your shot will go if it rebounds off the cushions (unlike *Arcade Pool*) which, depending of course on how you look at it, is either just like real life, or slightly annoying.

Both games have got American competition rules, British rules and so on, and both have a number of different computer opponents, but only *Archer Maclean's* has striped balls that glide across the table rather than rolling and that pull faces at you from time to time. This is fun, but it's just a bit too much of a pool sim rather than a game for my liking. Team 17's *Arcade Pool* is more of a trashy bung the disks in and have a go sort of game, which works for me.

● *CAM WINSTANLEY*

THE BOTTOM LINE
A great game, and the definitive pool sim on the Amiga, but somehow not as much fun as it really should be. For pure, arcadey pool antics, Team 17's pool pips it to the post, but hey, it doesn't stop this from being pretty great too.

82 PERCENT

CARRIER COMMAND

Runs On: A500, A600, A1200
Publisher: Kixx
Price: £5
Release: Out now

This is a game that goes up against *Armour-Geddon 2* (AP37, 57%) and manages to beat it hands down, despite it being seven years old, massively flawed and, well, a bit crap really. It was out on budget even in AP1, and now US Gold have decided to make it a bit more budgetier, if there is such a word. *(There isn't – Ed)*

You control a huge carrier in some far-flung part of the world where recent volcanic activity has thrown up a load of mineral-rich islands, and the idea's to grab all the islands before your opponent does. He's got tanks, you've got tanks. He's got lasers and planes and bombs and things, and so have you. Hmm, this can mean only one thing...

Blowing the crap out of the enemy in as short a time as possible's made simple by the easy-peasy way you can send a load of craft into battle at the same time. Everything's icon- and mouse-controlled, so to send out a wave of fighters you simply arm 'em up, give them a waypoint and send them out.

The same goes for amphibious tanks which are needed to colonise the islands, usually after they've wiped out the settlers with virus bombs or guided missiles.

Your carrier's also got defensive weapons which can be brought to bear on ground targets if you bring it in close enough, but as well as the 3D bits, there's also the strategy part of trying to cut off the enemy's supply routes.

This is where it falls down a bit, because if you isolate the stockpile island, you've pretty much won the game, and maintaining a supply of fresh weaponry does get in the way of the shooting. There's also the enemy carrier out there promising a colossal bang-shoot, but I could never find it. And it takes ages to get from island to island, and the tanks gets slaughtered by aircraft and a hundred other little glitches that don't stop it being a thoughtful and enjoyable game.

● *CAM WINSTANLEY*

THE BOTTOM LINE
Clunky, quirky and definitely hard to get into, *Carrier Command* still manages to be a surprisingly playable blend of (graphically poor) action and (stunningly poor) strategy. And to think it was revolutionary when it came out. I like it.

78 PERCENT

EUROPEAN FOOTBALL CHAMP

Runs on: A500, A600, A1200
Publisher: Hit Squad
Price: £13
Release: Out now

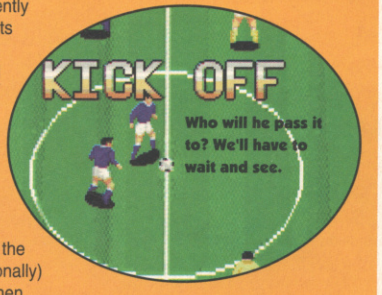
Were Michael Jordan, Shaquille O'Neil, Karim Abdul-Jabar and 19 of their basketball-playing chums suddenly switch their allegiance to football, this would probably be the result. It's a fast-moving, high-scoring, running-repeatedly-from-one-end-of-the-pitch-to-the-other-and-scoring-goals type of football game that couldn't be further removed from *Sensible Soccer*. But is it actually enjoyable enough to be a decent game in its own right?

No. Basically. "Hundreds of frames of superb animation taken directly from the coin-op" is the boast on the back of the box. Well, maybe, but what about the thousands of frames they evidently left behind? "Spectacular stunt shots and tackling moves." True, but the players move so jerkily that special moves are hard to spot.

Far more serious, though, is that *EFC* falls into the ancient football game trap (and here's where the basketball comes in) of not actually requiring any skill or tactics at all. From the kick off, you just run along with the ball towards the goal, occasionally (but only occasionally) swerving to avoid defenders, and then boot it at the goal.

Half the time it'll go in and half the time it won't – whether you punt it straight at the goalie or attempt some sort of daring shot from the wing – and that's it. The whole process takes but a few seconds, and then it's the other player's turn to try.

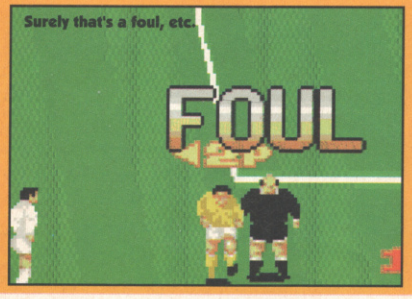
Scores depend on how long a game you choose to play, but they'll generally be of the 18-16 variety. And who actually wins comes down to which teams you pick. With me plumping for Italy and Steve M picking (as he generally does) Scotland, I always lost, Steve scoring about two goals for every one of mine, simply because all his players ran slightly faster.



It's not supposed to be a serious football simulation, of course – there's a comedy fat referee who keeps falling over, and fouling is positively encouraged – but it doesn't really work as a fun arcade game either.

Oh, and Neil West was quite obviously suffering from some form of temporary madness when he gave it 64% in AP15. It's only worth just over half that.

●*JONATHAN DAVIES*



THE BOTTOM LINE
The very worst sort of football game. Backwards and forwards you'll go, backwards and forwards. It's actually more like playing basketball than football. No – tennis, in fact. Only without the taxing strategy. About as poor as it gets.

33 PERCENT

National Games Championship

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5

The four regional champions will meet in front of a star-studded audience at the Future Entertainment Show in London on October 29th.

Finally, one winner will emerge from the Grand Final as champion, to win a multimedia PC set-up with five CD-ROMs of their choice, as well as the National Games Championship Trophy! (The three runners-up will each receive a new game every month for a year!)

1

First step to stardom is to get down to your nearest Future Zone games store right now and fill in an entry form. (There are 83 Future Zone stores nationwide, one in the high street of every major town, but if you're not sure where your nearest store is, phone 0891 332288. *)

2 **50p**

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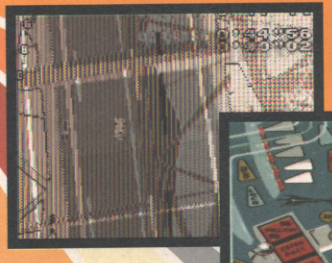

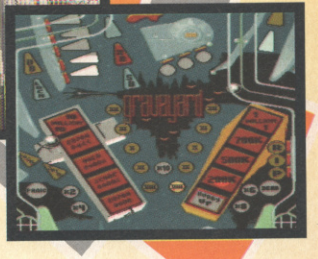

3

Play your first-round heat, trying to get the highest score you can on our two featured games – the amazing Virtua Racing on Sega Mega Drive, and the outstanding Pinball Dreams on Super Nintendo. (The heats start on the first of August and run for a whole month.)

PHILIPS

4

Get one of the six top scores and you go on to a regional semi-final (there are four, covering Scotland, the North, South-East and South-West) at Future Zone's September Road Shows. Win, and you get a Philips CD-i player! (Runners-up all get a £50 Future Zone software voucher and a subscription to any Future magazine!)

* Calls cost 39p a minute at cheap rate, 49p a minute at other times. If you are under 18 seek permission before you call. Future Zone Stores, West Byfleet KT14 6ND.

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HI-HO SILVER LINING

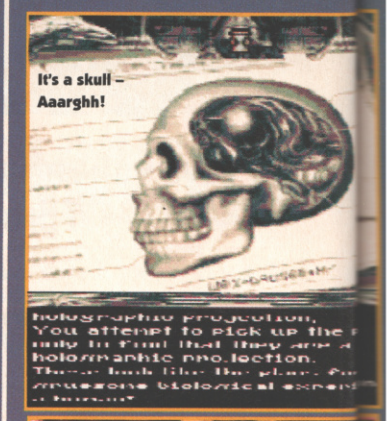
Hurrah for the excitingly purple pages emblazoned with the second greatest "Hi ho" phrase in the world where Jonathan Nash looks at some games. That are on the CD32 that is.

BANSHEE

Core/£30
Amiga version: 89%, AP39

"It's got no in-game music," gloated Cam in his original review, prompting flutters of worry that the CD version would spawn a clunky audio track. But – hurrah! – that's not the case. *Banshee* remains silent, apart from the oddly drumlike thunder of your guns, explosions aplenty, and the irate moans of the dying. There are purportedly two extra levels in there, but, er, I didn't get to see them. *Banshee* is a stunningly tough game, with your plane under constant attack from all angles.

It's also a hugely clever one, from the power-ups you shoot to rotate through their effects, knocking them back up the screen as you do so (an idea pinched from the gorgeous SNES game *Poppy Twinbee*, but far superior because instead of confusing coloured bells the power-ups are easily recognisable icons) to the way enemy bullets thump your plane backwards in a that-hurts manner. The game is brimming with spectacular touches like collapsing hangars revealing airships, or plummeting troop transports spewing hopelessly optimistic burning parachutists, or painfully inept hot-air balloonists chucking bombs, or (by far the best) the most dangerous monster turning out to be a lone soldier crouched behind a packing case with a machine-gun. How you admire his stupid bravery, even as you strafe him with four-way fire. It's still a great game, even though the amount of movement on the screen does sometimes cause your eyes to go a wee bit funny.



THE BOTTOM LINE

CD32

A shoot-'em-up that wears its special pants with pride, and comes with two extra levels in this CD32 incarnation. Peculiarly, the hilariously gruesome civilian death animations have been cut, because apparently only men with guns get killed in wars. Right, kids?

90 PERCENT

DARKSEED

Cyberdreams/£30
Amiga version: 88%, AP22
Well, it is hugely atmospheric, there's no denying that. This version adds speech (which doesn't really help, as the character's are just speaking lines you're reading from the screen anyway, but it's a nice thought, and worth it just for the impossibly melodramatic delivery of lines about old, slightly dusty chairs) and the hideously repetitive music shows an understanding of clichéd horror with its use of off-key lullabies and chords in descending thirds. Curiously, despite all the mutant dolls and biomechanical impregnation, the bit that disturbed me the most in this famously icky adventure took place in the local corner shop. The friendly shopkeeper is assiduously polishing the counter, which, when you examine it seems to have been polished for hours on end. Aaarghh.

The problem with *Darkseed* is that the adventure really isn't that good. It's small, it's linear, it involves swinging the pointer around the screen looking for almost indiscernible objects (the manual claims this is part of the game, but what's the point of making finding and collecting items incredibly tricky? There are scenes in the game that are mindbogglingly picky; where the difference between, say, being told a car is in a run-down condition and getting the game to acknowledge the existence of the boot is measured in pixels; or where a blob on the floor that looks exactly the same as the planking turns out to be a pocket watch) and it insists you solve puzzles on the correct game day otherwise you'll lose. The player character's really annoying as well – he moves unbelievably slowly and will happily walk right round a desk to reach an object that's already beside him. And you can't interrupt the leisurely animations of him walking up stairs or climbing ladders. Bah.

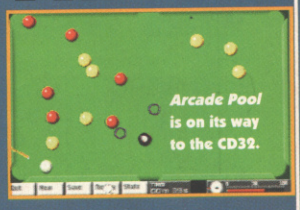
THE BOTTOM LINE

CD32 It's a bravura attempt at something different, and genuinely unsettling in its depiction of a small town harbouring a Sinister Secret, but the game is deeply unsatisfying. Wait for the promised sequel.

63 PERCENT

KERMIT THE FROG HERE FOR SESAME STREET NEWS

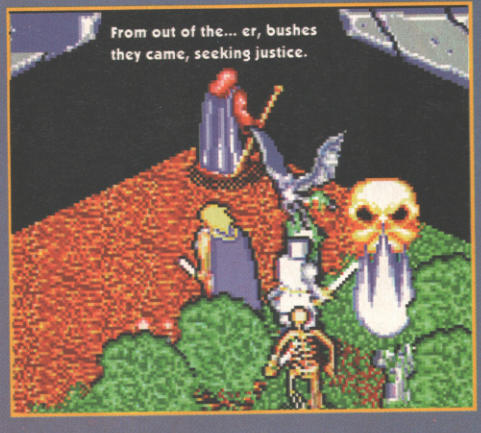
CD32 titles have fused together and attained a strange alien intelligence. Flee in terror from the unstoppable behemoth while glorying in the pathetic display of lassitude by the programmers of these games that prevented their appearance to swell the monster's mighty shape.



Superfrog Team 17 £15
ETA: August 15
Arcade Pool Team 17 £15
ETA: August 15
Man Utd Krisalis £15
ETA: September
Dizzy Compilation
Codemasters £TBA
ETA: September

LEGACY OF SORASIL

Gremlin/£30
Amiga version: 80%, AP36
Lightning cracks the sky. A castle shivers from the depths of Hell as earthquakes shatter the land.



Explosive music blasts from the speakers. Crescendo. All spirals into silence. But wait! What's this message swimming into existence? 'Loading.' Cheers.

Lord only knows what Steve M was thinking when he awarded this game 80%. It's quite as foul as the original *Hero Quest* and entirely fails to break free of the rigid tedium of the board game. It's the sort of game where, because one of your characters has a toolkit, the designers feel justified in placing up to seven re-arming traps in a room. There's an option to click on a square and have the character move there automatically (instead of laboriously clicking on points of the compass) but because of the acute perspective the game thinks you want to go somewhere else and your character stomps off in the wrong direction and wastes all his movement points, there are lots of single-file corridors, monsters sit there until you stumble across them, combat is handled automatically while you make a cup of tea and it all feels like a game of AD&D run by a pedantic cretin. Curiously, the CD32 version, while adding the expected lutey soundtrack and (really rather good) spot effects, also features a brand-new bug which frequently gets confused when you're trying to attack something and moves you instead, and occasionally locks the game up completely. And you still can't save until you finish a level.

THE BOTTOM LINE

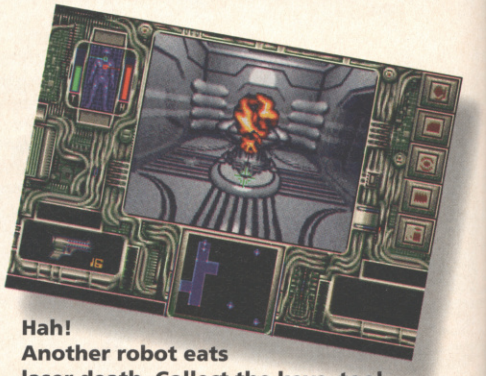
CD32 Painfully obvious RPG stuffed with monsters and traps that hamper your progress in entirely the wrong way. If this was a board game, you'd want to strike the moderator repeatedly about the head and body. You'd be better off going for the structurally similar but vastly superior *Laser Squad* or *Sabre Team* instead.

44 PERCENT

AMIGA FORMAT

G2

On the games disk this month we have an exclusive demo of Psygnosis' *G2* – a futuristic shoot-em-up with stunning 3D graphics and serious amounts of firepower!



Hah! Another robot eats laser death. Collect the keys, tool up and vape, vape, vape...

PAGESETTER 2

***Amiga Format* provides its readers with the best utilities and serious applications. This month it's the turn of *PageSetter 2* – Gold Disks' *AF* Gold-rated desktop publishing package worth £100!**

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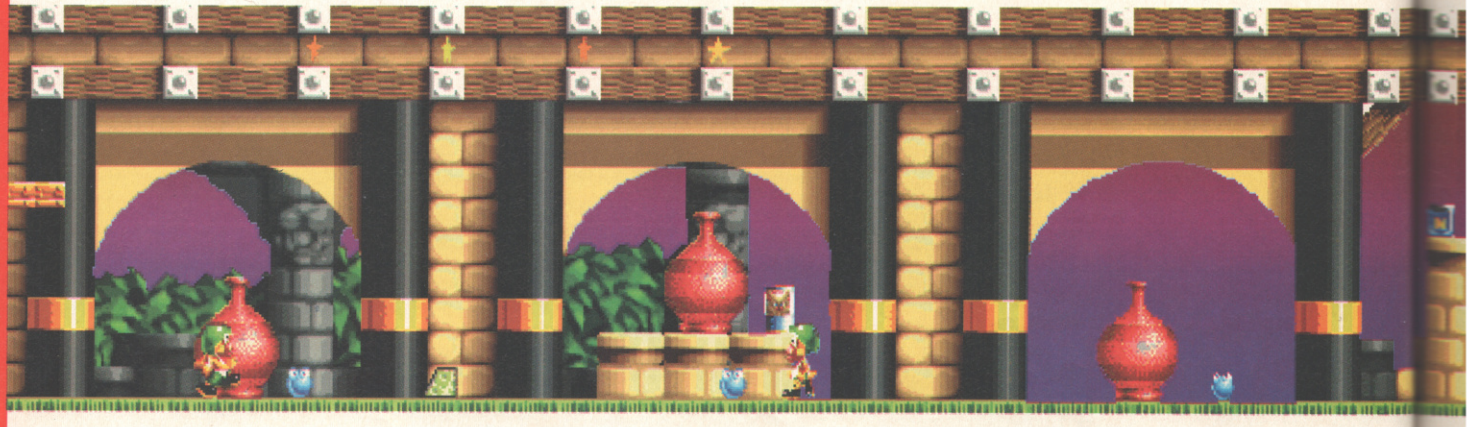
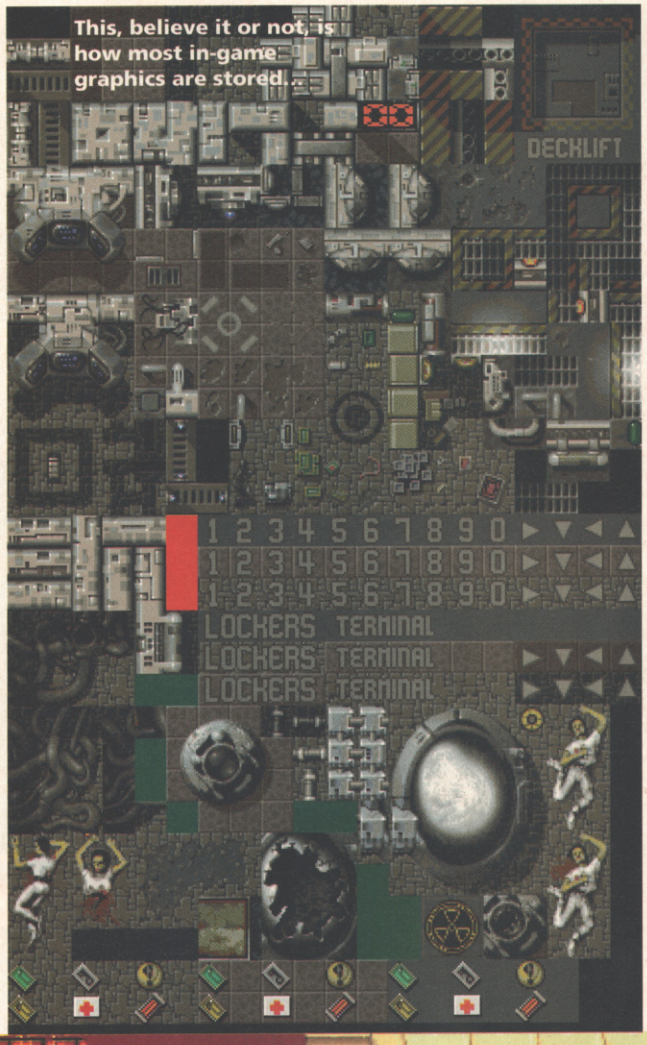


ISSUE 63

On sale Thursday August 25

GAMES GRAPHICS

Creating the visuals for a new Amiga game is a very specific art. Next month we explain the ins and outs of bobs and sprites and then give you the chance to do it for a living...



This, believe it or not, is how most in-game graphics are stored.

PLUS!

WIN A JOB AT TEAM 17!

Do you have the talent to design and draw the graphics for a new game? *Amiga Format*'s ex-Ed Marcus Dyson explains how game graphics are created – and then we give you the chance to be a graphic artist at Team 17!

He's blue, he's round and he's back! Don't miss *Putty Squad* and all the other new game reviews.

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BY CAM WINSTANLY OF AMIGA POWER

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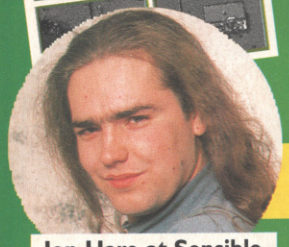
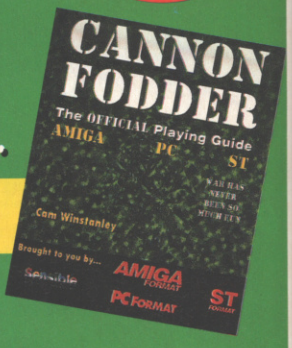


Jon Hare at Sensible Software says "Buy this book - it's bloody great."



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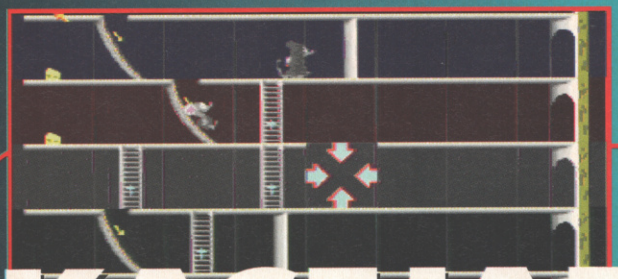
PD

Dave 'The Secret Word is Decent' Golder is skiving this month, so we went on a talent search to bring you some of the best reviewers in the country to cast their beadies over a new batch of PD software...



The name, roughly translated, means, "totally unplayable pile of old...", well, there isn't a direct English equivalent for the last bit.

KASEJADG

PD SOFT

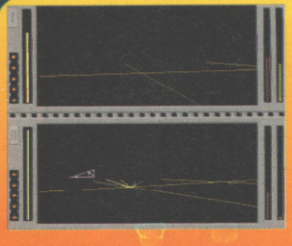
Guest reviewer – Steve Priestley of TV's famous Movies, Games and Videos: Hello and welcome to this, my guest spot reviewing PD for AMIGA POWER. That's AMIGA POWER, the magazine with ATTITUDE. And before we start with the review here's a quick compo in association with AMIGA POWER. If you want to win tickets to see Macaulay Culkin's latest US blockbuster smash, Don't I Make You Feel Sick, all you have to do is answer this question. How many words begin with A in the name AMIGA POWER. Is it (a) One? (b) John Cassevetes, or (c) Can you possibly conceive how much I'm paid to talk excitedly over trailers and EPKs cheaply provided by the production companies?

And now on to the review. This week it's a game that's taken Germany by storm, and one you can bet will be racing up the charts pretty soon. *Kasejadg* is a rat and mouse platform game in which the mouse has to get the cheese before the rat gets the mouse. The screen is divided into a number of blocks containing various obstacles, or steps, or slides which you swap around in attempt to get the mouse to the cheese and to keep the rat away from the mouse.

It all looks brilliant fun. Er, except that it's a bit slow. And the controls are crap and make the game virtually unplayable. And the graphics aren't very good. But I'm not allowed to actually make critical comments in my reviews, so I won't mention these things. *Kasejadg* – it's brilliant. See you again next time in AMIGA POWER, the magazine with ATTITUDE and ONE WORD BEGINNING WITH 'A' IN ITS NAME. Don't forget to enter the competition.

ROUGHLY TRANSLATED: It's rubbish.

★



Why fill in the wireframes when you can leave the landscapes to the player's imagination?

METOGRASP

PD SOFT

Guest reviewer – Oz Clarke of TV's famous Food and Drink: Mmmm, ahhhh, mmm, yes, yes, yes. You can just feel the excitement fizzing from this game like... mmmm, mmmm... a freshwater spring in Snowdonia that's had been carbonated by nuclear explosion.

Two-player split screen 3D wireframe duel-style shoot-'em-ups – I love 'em. This may not have the full-bodied fruitiness of some of the vintage examples of the genre, and the graphics are utilitarian to the point of, frankly, dullness, but the essential ingredients are... mmmm, let me take another sip... yes, they're most definitely there – decent controls, fast action, unlimited ammunition, you know the sort of thing.

But variety... now, there's your problem. One taste, one instant hit, and then, well, it rather loses it's flavour. Not that there's anything quintessentially (hic) wrong with it, and if you've got nothing better (hic) hidden away in your games cellar, it'll do to be going along with... it's (hic) just that it (hic) doesn't tease you (hic) it doesn't say come (hic) come back for another (hic) another (hic) an (clunk).

ROUGH TRANSLATION: A competent enough two-player battle-mode blaster that delivers the goods in terms of instant playability, but lacks originality and variety. ★★★

SCORCHED TANKS

Purple sky at night, ad sales person's delight, purple sky in the morning... hangover.

PD SOFT

Guest reviewer – Dr DJ Wickeeeed of DJ magazine: Yo! This funkily grooving 10-120 spm (shots per minute) blasterama, a remixed, revamped and rejuvenated 12-inch hardcore version of the classic *Tanks*, provides extra killingly hip weapons and seriously burnin' effects but the overall effect barely improves on the original's bumpingly grinding playability.

The rhythm and melody remain essentially untouched – up to four awesomely smokin' tanks take it in turns to fire heavy ammo at each other, having to decide the angle of the gun turret, the force of the blast and what sort of missile to use when they shee–ooot.

Does remix improve groove? No way, San Tropez. Changes minimal – up to four tanks instead of just two about the best. While non-detracting from the primeval playability of the shatteringly shootworthy original, the new stuff just ain't worth a wink. Pointlessly needless exercisingly expendable.

ROUGH TRANSLATION: The game itself is still pretty decent, but what's the point in another version which adds so little to the genre?

★★★

Direct hit! Oh, jolly good shooting, sir. Pity it was our own installation. Never mind.

TASK FORCE

PD SOFT

Guest reviewer – Pete Tenshus of NME: War, what is it good for? Absolutely nothing, as Edwin Starr once stated and Frankie reiterated so forcefully in the mid '80s to an uncaring paternal worldwide society during that classic counteractive youth rebellion. But times move on and so do the youth of today, who weren't the youth of then, but rather the youth of now, the youth of the '80s now being the driving force of the global youth culture generator we know as the software games industry.

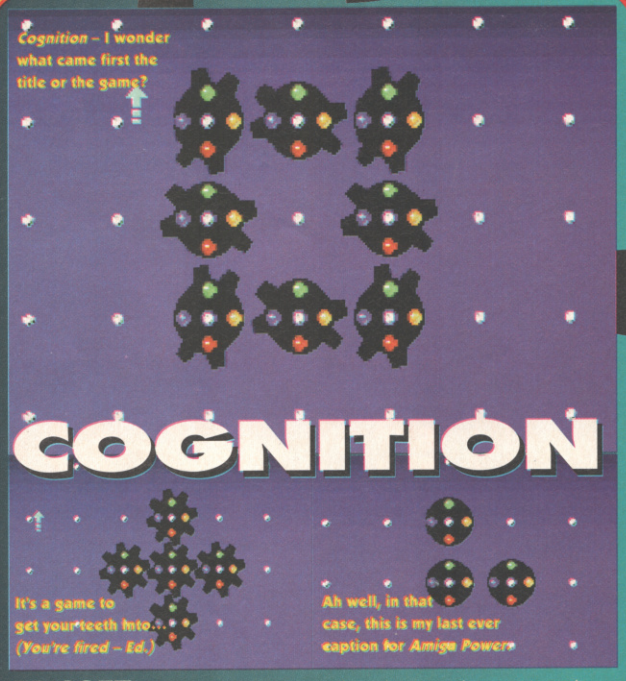
The result is that war is now hip. War is what the kids want. Though in a potentially cathartic form such as the video game. And so we have things like *Task Force* in which we can all live out our fantasy to be Arnie, leading a team of special operatives on a series of military missions. Heavy stuff.

But its roots are still very much in the '80s. It is, in essence, *Space Crusade* in a terrestrial warzone setting. The player moves his men, then the computer moves the enemy soldiers, you both take turns firing at each other, then the whole cycle begins again.

You choose the weapons you want to take on the missions, and as you become more successful, the more money you earn and the bigger weapons you can get. Well, this is the materialistic '90s. Your men have different attributes, including their strength and how far they can move each go, so you need to be a strategic thinker.

The basic theme is strong and compelling, but some of the elements fail to build to a satisfying harmony – it's not always clear what your mission is and the even on the easiest levels it's difficult. But the underlying passion of the game wins through.

ROUGHLY TRANSLATED: A decent enough strategy RPG. ★★★★



PD SOFT

Guest Reviewer – Barry Norman of TV's famous Hiya Barry: This is, is it not, unless my humble senses deceive me, a puzzle game involving cogs. Yes cogs. Not any old cogs, but cogs with coloured spots no less, and half of them with their teeth missing. Some might say that describes perfectly the cast of Grumpy Old Men, but I would not venture to be so bold.

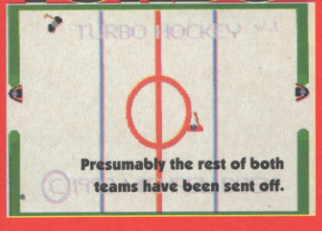
So, to the plot. Oh, there isn't one. Well, not one to speak of, but that hasn't hampered John Hughes for the past decade, so let's not dismiss this out of hand. In place of a plot we have what those wacky Hollywood suits call a concept. If you manage to turn all the cogs so that all matching coloured spots end up next to each other then you've completed that screen and it's on to the next, which will, no doubt, feature more cogs, and, perhaps, less teeth, but, definitely, a bigger challenge.

It's a simple enough sort of film, with few surprises and a dearth of decent cameos, but somehow, and don't ask me how, it works. It is decently addictive, with some fine cinematography supported by strong direction, which keeps it developing at a fine old pace. And you can't say fairer than that.

ROUGH TRANSLATION: A fairly decent puzzler.

★★★★

TURBO HOCKEY



PD SOFT

Guest reviewer – Bill Armchair Sports-Critic of 89 Plumberry Crescent, Milton Keynes: Right, let's get one thing straight. I know what I like and I like what I know, and when it comes to sport, I like to think I know quite a bit, if you know what I mean. I coulda played for City, y'know, if I hadn't got drunk the night before the trials. So don't talk to me about criticising what I don't have the guts to do meself.

Anyway, this ice hockey lark – never been much into it meself. Footy, that's my game. And real footy, not this poncey American stuff with padded shoulders like some bird outa Dallas. But ice hockey? Well, that looks like a real man's game. Looks like they really need that padding. Especially during the rucks.

This computer game thing ain't too bad, either. The graphics are a bit crap – I coulda done better meself. But the game? S'okay. It's a two-player-type thing with only two players plus two goalies on the screen. No chance of a big ruck, then. The playing area's just a single screen large, and the players hack around the rink trying to ram the puck in the goal and their sticks up the other's where-the-sun-don't-shine... er-huh, er-huh. Sorry, just a little crude humour there. Wife loves it when I talk like that...

It's fast and the controls are suitably slippery. In fact most of the skill comes from masterin' the joystick, 'cos tackling is more down to chance. It's just a case of grabbing the puck, running around the screen with it and firing it at the goal when you get the chance, and if the other player saves it, he runs around the screen until he gets a chance at goal. Good as far is goes, but it only goes as far as my Ford Cortina. To the pub next door and back. Er-huh, er-huh...

ROUGH TRANSLATION: Okayish two-player, head-to-head ice hockey sim (sim used in the loosest possible sense) but it could do with a few more options and variety. ★★★

WHERE TO GO

Readers! PD Soft can be found at 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD. (Tel 0702 466933.) PD libraries! Why not send in lots of your games and so ensure a large plug in the fearfully decent pages of AMIGA POWER? PD Soft did, and look – their name's all over the place, even though these games are available from loads of other (regrettably anonymous) sources. You know it makes sense. (It does, honestly.)

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DO THE write thing

More magic missives from our marvellous malcontents. Yes, we mean you, the wonderful, wonderful people who help us to make Amiga Power the fabulous organ it is today. Truly we are the envy of the world. Let us march on, singing joyous songs and hosannahs to the creator.

● Or, address your letters to: Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.

"TUBES? NO WAY"

Dear AMIGA POWER people,
The Amiga going down the tubes? No way Pedro! Sponsorship is the way forward. Just imagine if games were sponsored by famous people instead of lollipops and choccy biccies – I'm sure people would love to be associated with games that reflect their personality or the way that people see them. To set the ball rolling, here is my top ten list of games and sponsors that would hit the spot for me:

1. *Cannon Fiddler* – Nigel Kennedy
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3. *Yeo! Jeo!* – Tim Yeo
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7. *Brutal Sports Football* – Gazza
8. *Bubble Blobble* – Mr *("Robby" – Ed)*
9. *Way of the Exploding Fist* – Julian Clary
10. *Really Mortal Kombat* – Oliver Reed

This could be the start of a new trend in Amiga gaming. Or maybe not.
Cheers, Phil, Newcastle Upon Tyne

Jonathan Nash says: Commercial sponsorship is a tool of the devil.

"I'M WRITING TO COMPLAIN"

Dear AMIGA POWER,
I am writing to you in the name of Justice, because it hasn't been done. Recently, I have acquired a demo of the yet unreleased game called *Valhalla and the Lord of Infinity*. My first impression of it was "Brilliant, how original! This kind of game has potential." I considered buying it almost immediately.

But then I discovered the holes in the floor in which the young prince keeps falling down. And I've got to say this became a right pain in the backside, continually having to restart. I thought that this couldn't be right and no-one could make an adventure game with no warning when the hero is about to fall to his death. At this point, my brother joined me and suggested that there must be maps somewhere, so we looked, and sure enough there were, under tiles in the floor. So I'm writing to complain about the short-sighted ATTITUDE that the game was reviewed with. AMIGA POWER has shown itself up by only giving *Valhalla* 19%. You've only got to look at any other review in other Amiga mags to see that Cam got it wrong. All the others gave it over 90%.

I think you owe *Valhalla* a big apology.
Yours quite angrily, Matthew Brown, Grimsby

We got it wrong because every other mag gave it a higher mark? Get a grip, Matthew. If we took any notice of other mags, all our marks would be at least 75% and you'd have no idea which games to buy. We knew about the maps in Valhalla, *but there was no way we were going to go searching under every tile for them, with the bloke saying "There's nothing there" in his irritating, squeaky voice over and over again. One thing that is worth pointing out, though, is that, based on comments in Amiga Format's review, which came out slightly before ours (and in which they gave* Valhalla *24%), Vulcan altered the game to make wobbly tiles more visible. It was too late to change our mark by then, but it's unlikely we would've much. We don't like* Valhalla. *It's dull and annoying.*

"YOU'VE BEEN GREAT"

Dear AP,
I've been the owner of an A1200 and a SNES for about a year now but, ironically, it's not the Amiga that I'm concerned about here. I was wondering what Stuart's views were on the SNES. I'm not trying to prompt a 'my machine is better than yours' argument, I'm just intrigued to find out how Stuart rates some of the SNES's finest such as *Starfox* and *Mario Kart*.

Thanks loads for the free copy of *Cannon Fodder* that I got with my subscription. It's really great, but after playing it all half-term instead of revising, I'm worried that I'll sit down to take a history exam this week and all I'll be able to remember about WW2 is that it's allegedly never been so much fun. Anyway, thanks for everything, you've been great.
Mark Smith, Oswestry

Stuart? Sorry, there's no one here in the office with that name, and there never has been. Maybe you've written to the wrong magazine by mistake.

"IDEA BEHIND YOUR, ER, IDEA"

Dear Cam,
I'll just point out the problem with your admittedly interesting football improvement idea from AP39. Teams could come to a pre-match agreement along the lines of "I'll score ten and then you score ten, and then we'll play as usual," thus making a mockery of, ooh, everything. But I do agree wholeheartedly with the idea behind your, er, idea.

Gravity Force 2 (From AP39's coverdisk. – Ed) is more fun than two rubber chickens and some superglue. Whoever decided to put it on the coverdisk should immediately be awarded a medal for being ever so good. And speaking of prize-type awards, why not offer a prize for the first reader who can tell you what's written on the wall at the top of Legoland level 'Lying-S'? Anyway, bye for now.
Yours Metallica-ly, Dominic Coneally, London

Hmm, we'd better not. Despite numerous attempts, we can't get to the top of that screen, and it might be rude. (Actually, I

COMEDY MOUSE MAT winner

"GAME IS ONLY HALF A GAME"

Dear AP Dudes,
As a dedicated long-term Amiga gameplayer, I find it extremely encouraging to see the efforts of software coders such as Terramarque (*Elfmania*) and Bloodhouse (*Stardust*) in utilising more fully our beloved machine's in-built capabilities.

I realise that flash graphics alone maketh not the game, and this is borne out by the above examples, as both games suffer from slightly suspect playability. However, both are also a very big step in the right direction, and prove without doubt that with a talented coder issuing instructions, even the relatively humble A500 can successfully emulate a modern coin-op without the need for custom chips such as Nintendo's Super FX.

In an ideal world this would at the very least eliminate tiny game screens, bland graphics and jerky scrolling. Are you paying attention Microprose? *Impossible Mission 2025*? Come on guys, this is 1994 for flip's sake! What I'm trying to say is that fancy book-learnt hardware tricks and pretty sprites are nothing without a playable game to support them, but by the same token, a playable game is only half a game without smooth-moving groovy graphics, one example being the Bitmap's *Magic Pockets*. We all now know what the Amiga is technically capable of, so let's see its potential realised with some pretty and playable games.

There's no shortage of programming talent out there, as the demo scene bears witness, and crap like *Cliffhanger* just gives the Amiga a bad name, as well as severely short-changing any unfortunates unlucky to be suckered into purchasing it. *Elfmania*, *Stardust*, *Mr Nutz* and *Brian the Lion* are all flawed, but must be commended for at least trying. They are paving the way for greater creations to follow. Here's hoping...
Yours optimistically, Steve Brown, Chepstow

We agree with Steve. (Although we did like Stardust. *Quite a lot. No, actually an awful lot. In fact we loved it.)*

DO THE write thing

have. And now I know what it says. So ner. – Ed)

"MY COLLECTION OF PINCUSHIONS"

Dear AP,
It's all gone horribly pear-shaped. I was so engrossed in last month's AP that my wife sued for divorce on the grounds of neglect. I lost the house, custody of the kids and my collection of pincushions. On top of this, my cat died because I forgot to feed it. The most expensive AP ever? You decide.
Yours, David, Russell, Surrey

"WEAPONS ON MY WHIPPET"

Dear AMIGA POWER,
Ever since I started playing *Syndicate*, I have been having dreams about the little men in the game. I dream that I am playing the game but the lovable little guys in trenchcoats jump out of the screen and run around the room. This may sound great, but the problem is they try to use their little weapons on my whippet, and he doesn't like it much. What should I do?
Yours sincerely, Alex Smyth, Sheffield

It's a problem that's hounded us for some time now, and one that we've yet to cope with. But speaking of Syndicate...

"SNOWMEN AND A LIBERAL"

Dear AMIGA POWER,
Three months ago, I sold my Mega Drive and 16 carts of Jap crap and used the money to buy an A1200 from my mate. Am I chuffed or what? Anyway, I decided to get stuck into *Syndicate* and finished it in a couple of weeks. I was made up after I took the Atlantic Accelerator mission, I can tell you, but now, sadly, I feel there is something missing from my life.

Imagine my surprise when browsing through the only three copies of your mag that I own, to come across your review of *Syndicate* in the AMIGA POWER All Time Top 100. I refer to the smaller of the two screen shots where there is a definite yuletide flavour to the goings-on, including snowmen and a liberal sprinkling of snow and ice. The agents' stats indicate that they are either dead drunk or dead happy and they are accompanied by a Christmas greeting. There is also a larger vehicle that I have not seen before. Where does this screen shot come from?
Yours, Charlie Big Potatoes, Barking

There are two possible replies to this: 1) It's from Bullfrog's never-released Syndicate: The Arctic Missions, *which failed to see the light of day due to its ill-conceived and poorly thought-out harpoon weapon and the numerous 'Assasinate the Whale' missions. We have the only copy locked away in the AP office, although we rarely have the stomach to play it. 2) It's from* Syndicate *In The Style Of It's a Wonderful Life, which featured in AP20, and we really should pay more attention to what our art staff get up to. Take your pick.*

"LACK OF ALTRUISTIC ACTS"

Dear AP,
Everyone gets everything he wants. I wanted a mission and for my sins they gave me one. In my opinion, the cyborgs in *Syndicate* are suffering from a process known as de-individuation, that is, they feel they are part of a corporate entity and have lost their individuality. Their uninhibited anti-social behaviour and lack of altruistic acts can also be attributed to pent-up negative emotions causing their apparent need to corner civilians and aggress at them.
Yours qualified to question others' sanity, Dr Ben Vowles, MSc, PhD, Trumpet. Clinical Psychologist

So now we know.

"THAT WORD 'NATCH'"

Dear AP,
I thought I'd put pen to paper and have a little chat with you and Angus McPhearson about English. How often are you sitting in front of the news or listening to the radio and the reporter uses the phrase "an horrific"? Is it just me, or does that sound cumbersome? What's wrong with "a horrific" pronouncing the 'a' as in 'ay'? And there's another funny word. Why isn't it pronounciation, or pronunce? It's a funny old language, isn't it?

That word 'natch' – it crops up everywhere in your mag. What does it mean? And 'sexy' to describe graphics or a game. Ooo no missus. It's a word that makes me cringe whenever I hear or read it in that context. Get your brontosaurus out and find a better word, please.

My daughter can speak one third of her bilabial fricatives! Three months old and she can go 'Mmm.' Impressed?
Yours faithfully
Laurence Browne, Luton

If you think that "an horrific" is bad, think of the number of times newreaders say "an 'otel" when referring to a place where you pay to stay the night. We hate that, and would be interested in hearing your pet newsreading gripes, but bear in mind that we won't tolerate anything bad said about Zainab Bedawi.

"MANUFACTURE OF DIRTY"

Dear AP,
So Richard Downs thinks his AP was expensive? Well, I can top that. I am a nuclear physicist working exclusively with the manufacture of 'dirty' nuclear weapons for foreign dictatorships, and as I popped into the newsagents to pick up a copy of AP, I completely forgot that I had a Trident missile in my left-hand pocket. Needless to say... *(And so on. – Ed)*
Yours Paul Smith, Leicester

Look, can we stop this joke now?

"THREE AND SMIRKING"

Dear AMIGA POWER,
I have been a reader of AMIGA POWER since issue one back in May 1991, and yesterday I thought it would be interesting to flick through my AP collection. It certainly brought back memories, such as reading the CDTV feature in issue three and smirking when the CDTV Project Manager said of the machine "CDTV will truly change the way people learn and are entertained. It's the real new media of the nineties." Yeah, right.

And then in the same issue, it was interesting to read Stuart's preview of *PP Hammer* in which he criticised its 'Disk Operation – Loading Level' message on screen. Things haven't changed. The letters pages were then full of complaints about the lack of full games on coverdisks and the excess amount of *(Nngh. – Ed)* Stuart N Hardy. I also noticed ➤

AMIGA POWER compo winners

I'D BETTER WIN AFTER THIS, YOU GITS COMPO

We were delighted when Gremlin gave us a CD32 back in AP36, and set you some impossible (or so we thought) questions in an attempt to stop anyone winning it.

So confound Jamie Appleby from Folkestone, who won the console and a copy of *Zool 2*, the cunning swine. Further copies of *Zool 2* go to Sam Simpson from Bridgewater, Chris Rees from Eton College, and Peter Ellison from Hunmanby (where ever that is).

And finally, the five runners up all get a *Zool 2* T-shirt. Hurrah! The lucky blighters are David Lawrenson from Cirencester, Mark Leighton from Shipley, James Attwood *(Hmm, familiar sounding name – Ed)* from Clevedon, Gavin Winters from Ireland and Marl Jeffries from Streatham.

And the answers were: 1) wool, 2) pool, 3) fool, 4) cool, 5) Jools, 6) tools, 7) mule, 8) gruel, 9) spool, 10) cruel, 11) school, 12) stool, 13) ridicule, 14) fuel, 15) ghoul, 16) bull, 17) rule, 18) boules, 19) Hercule, and 20) Joule.

COULDN'T I JUST ANSWER SOME QUESTIONS OR SOMETHING? COMPO

Titus stumped up five Lamborghini goody bags in AP37, and then we blocked your path to them with our cunning 'Send us something Italian' challenge. As was mentioned at the time, obvious things like Opera tapes and spaghetti would get you nowhere, so you thought about it and sent all kinds of things. Gift-wrapped, natch.

Dave Brown from North Shields sent a pair of Pavarotti's, er, heavily soiled underpants, which he claimed to have stolen from an Italian poolside. His Mediterranean nefarious dud swiping earns him a goody bag consisting of a video, rucksack, cap, jacket and of course a copy of *Lamborghini American Challenge.*

Mr Rat and the Grand Lobster King from Glasgow dazzled us with a bumper pack of all things Italian to earn their prize, including such handy phrases as Mi hano rubato la mia coscia (My thigh has been stolen), Vorrei farmi fare la permanente (I want a perm) and mi sanguinano i bagagli (My luggage is bleeding). All that, and an invitation for a cheap night out at his uncle's restaurant. Wahey!

By far the creepiest entry was from Darren Garret of Hull, who sent his sister's toenail clippings on the grounds that she was born in Italy. So that's how it is in their family.

Mark Lewis from Bath sent a film review of the Wesley Snipes movie Passenger 57 that was written in Italian by his girlfriend. It was for an exam or something, apparently.

And finally, Michael Hoffs from Glasgow sent us a deliciously naff Leaning Tower of Pisa keyring, earning him a goody bag.

DIDN'T YOU JUST CALL WOR LASSES PINT A PUFF? COMPO

When Team 17 offered us a brand new CD32 on a plump and fluffy cushion, how could we refuse? All you had to do was cast yourself in some fearsomely lifelike combat situations and answer a few multiple guess questions. All we had to do was ignore the pitifully antagonistic answers and pick out a few at random.

Here's what happened: Stephen Gillard from Welton Le Marsh got himself the CD32 and a copy of Team 17's excellent *Body Blows* (AP39, 86%) to play on it. And Rococo Headley from Macclesfield, Meconium Wheeler from Romford, Adrian McMahon from Tooting, Thomas Waud from Andover and Adam Kloos from Westcliff-On-Sea were the runners up. This means that they each get a copy of *Apidya, Arcade Pool* and *Assassin Special Edition* for their plain old Amigas. Well done.

DO THE write thing

that the magazine isn't as white as it used to be.

Now I feel it is my duty to reveal my favourite five letter headings of all time taken from AMIGA POWER.

1. "Commander/Dangerous Knob, Er Sorry" (AP38) – An absolute classic, which I now regularly drop into conversation when I'm not sure what to say.
2. "Ease of Playability My Girlfriend" (AP36) – Was this really from an AP letters page? Or was it a problem page?
3. "I Like The Amiga" (AP19) – The writer of this letter should be credited for daring to be so controversial in an Amiga mag.
4. "Repeatedly Hit Their Head Against The Office Photocopier" (AP32) – Violence in letters pages affects society, you know.
5. "Hello John, It's Your Mum Here" (AP19) – Proves that AMIGA POWER really does bring people together, and makes a better world for us all.

Finally, could you please persuade someone to release a CD32 version of *F1GP*? Preferably someone related to the games industry and not, for example, your milkman.

Yours (insert something witty here),
Ben Bulbeck, Southbourne

Well, there you have it – an introspective that's bound to be crashingly dull for all newcomers to the mag, but interesting to our long-term "How I loved the golden age, etc" readers. Seeing as we're on this retro thing at the moment, we think you should know that you'll soon be able get your hands on the fabled Issue Zero of AP that originally appeared in Amiga Format. More details next month...

"BISCUITS AND MAKE TEA"

Dear Everyone,

Hello, how are you? I love you! I love each and every last one of you, the mightiest and most fearsome beings ever to produce a computer magazine, because you're so perfectly you.

AP is becoming a further incarnation of Your Sinclair, isn't it? Are you doing this on purpose? I could get annoyed and call it sacreligious, but you're so darn good at it, I can't help myself thanking you instead.

Who writes Who Do We Think We Are? It never fails to be a classic comedy interlude. A couple of things:

Cam – Keep safe honey. Don't wander the streets alone late at night. Or at all in fact.

Stuart – You're not about to quit the mag are you? Don't disappear on me, you're an intrinsic part of AP's deep zippiness. Please stay, or what am I supposed to do? But then again, that would be just like you to leave me.

JD – I love you. Be happy!

Bring back Oh Dear and I'll personally come round to the office with a packet of biscuits and make tea for everyone. Every morning.

Love, Frankie McCarthy

See? Someone loves us. Anyway, the fact that three ex-writers of Your Sinclair now work for us is purely coincidental, and as for Cam wandering the streets at night, well, if a 6'5" bloke can't go where he wants to, then these are truly dangerous times that we live in.

"SAD!"

Dear AP

I have a problem with my printer, and I'm wondering if you can help me. I am 36 and a mother of two and... NO NO NO! Not really, I wouldn't really ask you a printer question. Just joshing, ha ha! Now, about my joystick port...

Ahem... I am writing to you today because I have a mission. Yes folks, a mission. Not a fission or even atishoo, but a mission. This assignment of mine is to tell the world in as few words as possible how sad pirates are. PIRATES ARE SAD! There, short enough? I'd like to see someone do it shorter. Their first excuse is that games are crap. Why pirate crap games then? Who'd want to play crap games? Their second excuse is that games are too expensive. I say "Get a job, you lamer pirates!" So there you have it, PIRATES ARE SAD!!!

Okay, I've calmed down now. I have a friend who reckons his SNES is much better than the Amiga! How sad. I pointed out that to edit *Sensi* on the Amiga is a breeze, whilst our keyboard-less, 8 bit console owning friend has to struggle with a crap joypad! And *F-Zero* is rubbish. Every SNES game is rubbish, and that's a fact!

Yours sincerely,
Derry Wooton, Crawley

No, Derry; it's you.

"ALL-ROUND TOP"

Dear Mr McGill,

Fab AMIGA POWER reviewer and all-round top Kilmarnock FC supporter, just recently in some of your top reviews (the footy ones) you've been mentioning good old Killy, and to be a faithful AP reader, I decided to place them in good old *Sensi*. Lo and behold though, I don't have any of the players! Help, can you, god of all things great and Killy-ish, please print a team list of them? Pretty please – I'll use them to thrash Rangers. Oh, and my most expensive AP was £3.95.

Yours, Bingo Bongo-ly, Russ

Steve says: Sure thing. Here's how Tommy's boys look at their most formidable:
1. Bobby Geddes, 2. Gus MacPherson
3. Tom Black, 4. Ray Montgomerie
5. Tom Brown, 6. Andy Millen
7. Ally Mitchell, 8. Mark Reilly
9. Bobby Williamson,
10. George McCluskey
11. Shaun McSkimming
12. Craig Napier, 14. Danny Crainie
Gk Gary Matthews
You won't go far wrong with a line-up like that, and you might want to make Bobby Geddes star goalie, Tom Black star defender, and Shaun McSkimming star mid-fielder.

(Sorry, must have dozed off for a moment there. Did I miss... Nngh. – Ed)

"STOP THEM FROM TURNING"

Dear AMIGA POWER,

I was wondering why after three years the authorities have not changed their minds about full games on cover disks. Many of the other Amiga magazines have fully-working utilities on their front covers. I feel that many people can only afford one game a month like myself and by putting games on front covers it may stop them from turning to pirates to boost their software collection.

I am sure a lot of the software houses could still make money from letting you put their games on your cover by offering special upgrades or extra missions for a fee.

Yours sincerely
Richard Samaras, Slough

No, we magazines are still standing firm on this one. Starting to 'give away' full-price games again would only push up the price of AMIGA POWER and send us and our competitors into a rapidly-escalating game war, possibly resulting in the destruction of all life on Earth. Besides, why content yourself with a bunch of elderly, too-crap-to-even-sell-at-budget-price titles when you could be playing top PD games like Gravity Force 2 *and exclusive-to-AMIGA-POWER ones like* Super Obliteration, *along with bang-up-to-date demos of the latest full price software? Hmm?*

"FILM STORIES ABOUT SUPERHEROES"

Dear Editors,

In our English lesson we have spent some time looking at teenage magazines and I have enjoyed reading your magazine and there are some good and some bad points I like to point out.

THE GOOD POINTS. You keep us up to date on the charts and on the new games out. You let people know soon after they win, your logo stands out. Your pictures are brill and you give disks away with your magazine to make you popular.

THE BAD POINTS. You start off telling us about film stories about superheroes. You don't tell the game rating but in the magazine The One it tells you the rating and that is all I can spot out in your magazine.

Yours sincerely
John Brocklehurst, Sussex

Huh?

"FEMALE READERSHIP IS TERRIBLE"

Dear AMIGA POWER,

I was sitting on my coach reading AMIGA POWER when a sexist pig said: "Girls don't read computer magazines." If this is so then I must be a psychopathic tree. A three per cent female readership is terrible. I don't see why more girls don't read AP. Maybe you should give free Take That postcards with it. But there again, do you want Take That fans reading AP? No way! Well, forget I said that. I know, how about a giant poster of all you AP hunks, and so the male readership isn't left out, you could put all the AP women on the other side.

Jodi Crisp, Kent

Blimey, two letters from girls in one issue. Is this a record? According to our advertising department, teenage boys read computer mags and Viz whereas teenage girls read Smash Hits and Fast Forward. Until that changes, I guess you're going to have to be prepared to be in a very small minority, Jodi. Although we agree with you, the more female readers we get, the better. And the happier it will make us, so keep reading, Jodi, and spread the word to other women.

AND ANOTHER THING...

Chris Evans Award for Oranginess:
1. Cam
2. Perihelion
3. First Class Stamps

Tim 'Monotony' Page, New Ayresford

What does the term 'natch' mean? I have never heard it before, so maybe you made it up.

Michael Alcock, Staffordshire

Oh, work it out yourself, for heaven's sake.

Dear AP

Please? I promise I won't tell anyone. You know you want to.

Yours, Paul Smith, Leicester

What?

I no longer play *Cannon Fodder*, 'cos I can't complete mission eight without dying. I'm trying to complete the game without losing a single man.

How long did it take you to finish it?

Commander Hino, New Southgate

Cam says: My men were slaughtered like cattle from mission 7 onwards.

Thanks for the fonts which I found on disk 38 along with *Super Obliteration* and the like. They have come in very handy with my DPaint stuff.

APE, Cheshire

Um, no problem. We think.

AND THAT ADDRESS,
don't forget, is:
Do The Write Thing,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.
Or 'comms' fans (as we believe they're termed) can contact us in the FUTURE-LEISURE conference on CIX.

THE BOTTOM LINE

The Bottom line is everything you need to know. Well, as far as recent Amiga games go anyway. It doesn't have any tide charts, or film reviews. But this is an Amiga games magazine – so we won't feel bad about that.

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

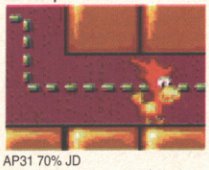
The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review

and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game that you're even slightly likely to think about buying.

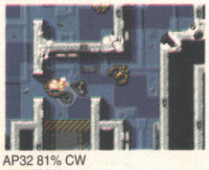
WHO'S WHO CW – Cam Winstanley ● DG – Dave Golder ● JD – Jonathan Davies ● JN– Jonathan Nash ● CL – Chris Lloyd ● RP – Rich Pelley ● SC – *("Cam" – Uncle Joe Stalin)* ● JA – James Attwood ● TT – Tim Tucker ● SF – Steve Faragher ● SM – Steve McGill

ALFRED CHICKEN
Mindscape £25.99



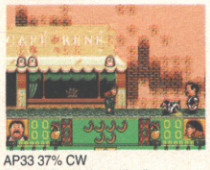
AP31 70% JD
One of the top characters from the Nintendo Game Boy survives the transition by becoming one of the Amiga's cutest characters. He clucks, he struts, he dives headfirst into the ground, but apart from these amusing poultry manoeuvres, Alfred's stuck firmly in predictable platform land, where bad guys hate it if you jump on their heads, and spiky balls twirl around on the end of long chains. But is it fun? we here you cry. Well yes, but in a fairly traditional sort of way.
★★★

ALIEN BREED 2
Team 17 £29.99



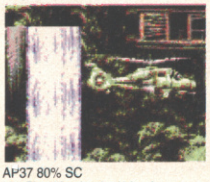
AP32 81% CW
APATTOH 69
It's *Alien Breed 1* only bigger, better and much, much harder. From an overhead viewpoint you guide your character around a maze of futuristic buildings collecting instruments of death and destruction and using them on the aliens. Loud noises and lots of splatter and gore add to the fundamental enjoyment of proving your superiority to these alien scum. Eat Plasma death, bug eyes. It says here.
★★★

'ALLO 'ALLO CARTOON FUN
Alternative £24.99



AP33 37% CW
Farcical french fun with all your favourites from the eponymous television show. Sadly the game is rather bland and dull with about as much humour as something that hasn't got very much humour at all. It's basically a bog-standard platformer with naff gameplay, slow scrolling, over long disk accessing and no new ideas.
★

APOCALYPSE
Virgin £29.99

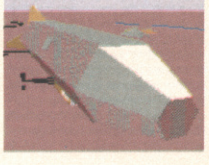


AP37 80% SC
It's *Choplifter* for the '90s. A straightforward and old fashioned arcade game. It's got pretty scenery, realistic little men to shoot and hostages to rescue and loads of different power-ups to collect. In fact, it conjures up the image of the best Vietnam movie you've never seen. There's only five levels and a limited number of strategies to employ, so it may not have the lastability expected of a game costing thirty quid, but you're only going to finish it overnight if you stay up all night and go bleary-eyed, that's for sure.
★★★★

ARCADE POOL
Team 17 £9.99

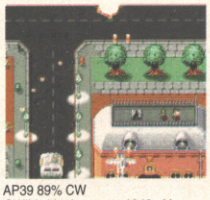
AP38 91% JD
it's like being down the pub with all the lads from team 17. Only better. Options galore, and great computer opponents. Best of all, check out the Speed Pool.
★★★★★

ARMOUR-GEDDON 2
Psygnosis £29.99



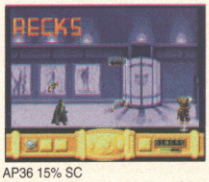
AP37 57% CW
A tactical war game set in a post-apocalyptic desert or something. You've got to race against time to avoid being slaughtered by a load of genetically deficient mutants from Dundee, or somewhere equally exciting as that. To avoid this embarrassingly horrific scenario, you've got to mine valuable ore that allows you to build tanks and other weapons systems. Control is icky and overly pedantic. Expect high marks from other magazines 'cos it looks good.
★★

BANSHEE A1200
Core £26



AP39 89% CW
SWIV with planes, or *1942* with helicopter and jeep but with planes, or *Dragon Spirit* with planes but with helicopter and jeep but with planes. And good. Graphically quite beautiful in an attractively nasty way (you get to strafe ground troops, who clutch their chests, look up with infinitely sad eyes then jet blood and fall over) and supremely playable. There are only four levels (the reason it's not a 90%+) but they're long ones, and slightly wider than the screen (so you can dodge around *SWIV* fashion). Plenty of (selectable) power-ups, plenty of (alarmingly competent) monsters and rather a lot more fun than that. And no in-game music.
★★★★★

BATMAN RETURNS
Gametek £14.99

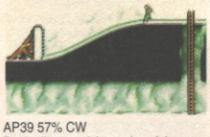


AP36 15% SC
Mind-alteringly unpleasant beat-'em-up with appalling control and shoddy graphics. Harder than *Project-X*, but without the saving grace of being nice to look at. You'll never see level three, largely because you won't be bothered to get there.
★

BENEATH A STEEL SKY
Virgin £34.99

AP33 86% CW
AP Top 100 No. 42
This massive point and click adventure comes with a couple of features that are often lacking in this genre. The first is the amazing graphics, scanned from Dave Gibbons excellent artwork and the second is the tremendously good plot. Go ahead, immerse yourself.
★★★★★

BENEFACTOR
Psygnosis £26

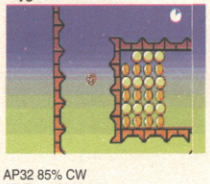


AP39 57% CW
Basically sound *Lemmings*-ish platform game marred by preposterously (and needlessly) small graphics. It's not as if you have to see so far ahead or anything (and anyway there's an option to scroll the screen if you really feel the need). The argument is that the tiny graphics mean huge levels of vast complexity, which is true, but a brimming mugful of gnawingly stupid flaws whack the gameplay full-bloodedly over the head until it stops squirming feebly and dies. Try these: unspottable traps. Unavoidable monsters. Long falls that kill you. No restart points. Levels that reset when you lose. Mmm. *Benefactor* is only for people who find the idea of trying to jump on to a moving ledge using a control method whereby you hold down fire to jump in a parabolic curve and let go to drop like a weighty rock marvellously appealing.
★★

THE BLUE AND THE GRAY
Impressions £34.99

AP36 66% SF
Everyday American Civil War wargame, notable only for a strange habit of always making one side much stronger than the other. Dull.
★★★

BOB'S BAD DAY
Psygnosis £29.99



AP32 85% CW
AP Top 100 No. 56
Original and great fun, *Bob's Bad Day* is a puzzler with a difference. Bob loses his body at the beginning of the story (careless huh?) and his head has to go and find it. The game system involves spinning a maze around so that Bob's head rolls into the right areas. The sparse, nay, primitive graphics of *Bob's Bad Day* in no way detract from the novel and absorbing gameplay. ★★★★

BODY BLOWS GALACTIC
Team 17 £26.99

AP33 72% CW A1200 79% SM
Great graphics and loads of weird combatants do not really lift this game out of ordinariness. Weedy sound effects mean that you don't feel like you're hitting anything and, frankly, it's too slow.
★★★

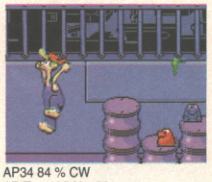
BRIAN THE LION
Psygnosis £29.99

AP37 42% SC
If you made a list of everything you hated about cute character platform games, then compiled another list of things you really really hated about platform games, you'd be shocked to realise that *Brian the Lion* possesses just about every single category on both lists. It's a shame really. Brian tries really hard to overcome the handicap, his platform world is beautiful and possesses some neat hardware tricks, but it's all to no avail. The lame gameplay is just too much for Brian to overcome, the poor little love.
★

BRUTAL SPORTS FOOTBALL
Millennium £25.99

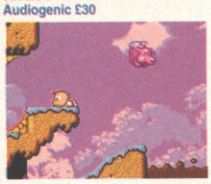
AP32 88% SM
AP Top 100 No. 88
This excellent sports game is one of the variety that is viewed from the side with a pitch that is three or four screens wide. The scrolling is very smooth and the animations all extremely good. The object of the game is to score goals in a sort of Australian Rules Football set in a fantasy world. You have a choice of teams, including several intelligent animal ones. The twist comes in the quantity of violence, decapitation is a fairly common occurrence. The control system is intuitive and extremely good, the choice of tactics almost unlimited.
★★★★

BUBBA 'N' STIX
Core £25.99



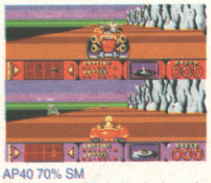
AP34 84 % CW
AP Top 100 No. 59
Redresses the shortage in the games market for inbred morons from the deep South of America. Bubba is our eponymous hero who has to get back to planet Earth. To help him, he has an intelligent stick, which has the same kind of functions as a Swiss army knife. Both have got to battle through five levels of increasing difficulty. Superb animation and nice little touches put it well above the average platformer.
★★★★

BUBBLE AND SQUEAK A1200
Audiogenic £30



AP40 77% JN
Superior platform game with splendid graphics and unexpectedly good music that involves shooing a stupid blue thing to faraway places so he can help you get across that one dangerous bit. Large (but never empty), varied (there are bonus levels, hidden bits and a shoot-'em-up sub-game) and really very good fun indeed, it's tragically spoiled by needlessly tricky mechanics (it's all too easy for the blue thing to blunder off a ledge when following you) and a foolish hurry-up feature which fills the level with water, so if you make a mistake near the end of a screen, you drown.
★★★★

BUMP 'N' BURN
Grandslam £26

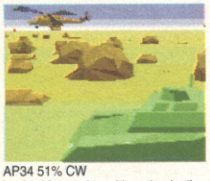


AP40 70% SM
A great idea – *Mario Kart* in the style of Wacky Races – comes apart at the seams due to an inability to grasp what made *Mario Kart* such fun in the first place. The tracks are too long so you spend ages scenery-watching, the competitors bunch together so you spend a few more ages scenery-watching, and you don't even need to use the comedy power-ups as you can pass the other cars by flooring the accelerator. Er, only to see them retaliate by strangely and suspiciously stumbling across convenient turbo-chargers. Mmm. Expansively disappointing.
★★

BURNTIME
Kompart £30

AP40 74% SM
Ugly strategy game involving traipsing around a post-apocalyptic desert and gathering a happy band that will have some chance of survival. It's sort of Mad Maxish (but without the vehicles), sort of *Duney* (but without the spice stuff), a bit unfair (you'll get killed a lot before you find out where everything is) and endorsed by Greenpeace. It is fun, though. Sort of.
★★★

CAMPAIGN 2
Empire £24.99



AP34 51% CW
Looked forward to with enthusiastic anticipation, this game proved to be the biggest let down since the failure of Chamberlain to save the Sudetanland. Gets bogged down by overly pedantic battle map graphic details and battle information flashes. Not so much an exciting modern wargame as an unworkable mess.
★★

CANNON FODDER
Virgin £29.99

AP32 94% CW
AP Top 100 No. 2
The joint highest score we've ever given a full-price release. Tanks, helicopters, planes, grenades, guns, zoooom, bang, akka-akka-akka, you're dead, I'm not. Rush out and buy this smoothly scrolling death dealer and when you get home you can lead your platoon of grunts through all the horrors of modern warfare. Fine graphics and superb sounds will keep you gripped through all 72 levels of this massive charmer that combines elements of strategy, puzzle and arcade action. They say war will never be this much fun again, allegedly.
★★★★★

CHAOS ENGINE A1200
Mindscape £25.99

AP34 91%
AP Top 100 No. 29
A1200 upgrade to the ubiquitously adored original. Not too much difference graphically or playability wise, but everything does tend to look 'zingier' and better defined. If you've got the original A500 version, it's not going to be worth your time rushing out and buying this. If not, then what are you waiting for.
★★★★★

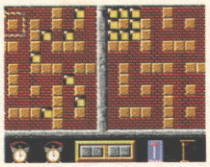
CIVILISATION A1200
Kompart £34.99

AP34 89% SF
AP Top 100 No. 50
The game that everyone knows about except your mum. Build cities with which to build armies with which to strike down and conquer your enemies. Failing that, embark on a space race and compete against fellow races in a rather boring utopian vision of the world. Whatever you choose, *Civilisation* is an absorbing game made all the more beautiful with the AGA upgrade.
★★★★★

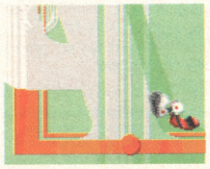
CLIFFHANGER
Psygnosis £15

AP39 19% SF
The world's worst film licence. ★

CLOCKWISER
Rasputin £13
AP40 13% JA
Bricky puzzle game where you have to rotate blocks to recreate a given pattern before time runs out while dealing with the usual complement of bombs, traps, indestructible walls and teleports. Expectedly shoddy graphics, typically annoying gameplay, unsurprisingly terrible learning curve and predictably addictive. Almost *Lego'X*, really. But not quite.
★★★



COOL SPOT
Virgin £29.99



AP34 85% SC
Pretty standard platformer with the accent on 'pretty' and 'standard'. Not as good as either of the console versions, but who cares about that anyway? The main character makes the game. He's Cool, he's got no eyes and no matter what you try to make him do, he always does it in an inimitably cool fashion. ★★★★

COSMIC SPACEHEAD
Codemasters £25.99

AP33 78% CW
A highly cute and rather amusing adventure for the younger members of the Amiga game playing family. *Cosmic Spacehead* is a fairly typical adventure game with simplified puzzles for the young. The sections are broken up with a platform game as Cosmic races around trying to convince the occupants of his own planet that the Earth exists.
★★★★

CYBERPUNKS
Core £25.99

AP32 70% SM
Nauseatingly cute cartoon characters wander around killing aliens in a maze. Pick up objects, carry them around and, er, use them. Pick up guns, carry them around and, er, shoot things. There are five huge levels each with a myriad of different sub-levels. There are loads of power-up options that lend some interest to this otherwise tedious game. ★★★

D-DAY
Impressions £35

AP40 51% JD
Impressions seem bizarrely proud of their jealously guarded Micro Miniatures construction kit, and here's another wargame to make Dave Golder so glad it hasn't been released in a SEUCK-like manner. Every popularly held prejudice against wargames is confirmed by *D-Day*, and it takes as its starting point the day of the landings, so robbing you of any chance to do it yourself. (Surely the main attraction for restaging historic battles.) Barely passable for fans of brain-haemorrhagingly tedious number-crunching, slightly more tolerable if you also enjoy playing with impossibly small graphics that are the same colour as the main map.
★

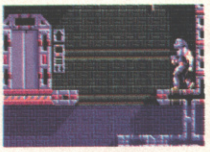
DANGEROUS STREETS CD32
Flair £25.99

AP35 3% SC
The leading name game on the new CD32 pack, but it could single-handedly destroy any credibility that the machine may have built up. Stunningly poor gameplay, stunningly poor graphics and stunningly poor sound. Alternative recommendations for use of the CD that the game comes supplied on are; burning, scratching, hammering and breaking.
★

DARKMERE
Core £29.99

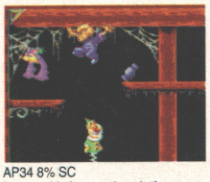
AP37 69% JD
It's an RPG with no distinguishing characteristics other than pretty graphics. The main focus of the game though, rather than the pretty graphics, is the menu system which you use to issue commands and the like. The plot is weaker than standard RPGs' (which are usually weaker than a weak thing) and that is basically the game's downfall. Staunch RPG fans will love it for the cute edible bunny rabbits.
★★★

DEEP CORE
ICE £25.99



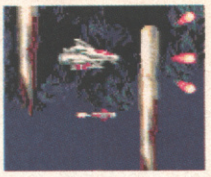
AP32 54% SM
Very ordinary *Gods* rip-off set in the future with an unfeasibly large central character. Three sections, nine levels in each and lots of small sub-levels make this an enormously tedious game.
★

DENNIS
Ocean £25.99



AP34 8% SC
Impeccably impressive platformer. It's just that the impression it makes is one of utter disbelief that Ocean could foist such drivel on an unsuspecting public. Unsaving graces are the poor graphics, poor collision detection, poor design and poorer than poverty stricken gameplay. One to make you look at Ocean with suspicious menace.
★

DISPOSABLE HEROES
Gremlin £25.99



AP31 77% CW
The triumphant return of the horizontally scrolling shoot-'em-up? Well, sadly not, for although *D-Heroes* features some of the most splendidly awesome graphics ever seen, the chances are that most people are never going to see any of the video cameras, monsters and teeth that litter the levels. Why? Well it's all stupidly difficult, even on the easiest level, so you'd have to be some sort of gamesplaying messiah to prefer this over *R-Type 2*.
★★★

DONK
Supervision £26.99

AP31 76% SM
Okay, so it's another platform game, but that's the bad news over with. *Donk* features not one, but quite literally a duo of Samurai ducks, who spin and run their way through massive levels for whatever reason platform characters do all that running and jumping about. As protection, he can don an egg shell, to get under low bits he can turn into a plain old rubber duck, and if you haven't got a friend, you can still play it as a bog-standard one-player platformer. And there are loads of crap bird-related jokes as well.
★★★

DOOFUS
Prestige £28

AP33 4% JN
Look, just don't bother alright. It got 4% and we don't do that lightly, whatever people might think.
★

DRACULA
Psygnosis £20

AP39 14% JD
The world's other worst film licence.
★

ELFMANIA
Renegade £26

AP39 61% SC
Pretty but vastly disappointing beat-'em-up with no sense of weight to the characters and a perfectly dreadful method of performing special moves that might as well light up a neon sign above your head saying, "Look out, other player – I'm about to perform a special move." There's a clever bit where you're fighting for money so you can hire a better character, but it all goes disastrously wrong in practice because the figures are fiddled to prevent you having a reasonable stable of fighters. And the tough people are so tough (and the weak ones so weak) that the fights are horribly unbalanced. The worst thing is, we said all this at the preview stage, but the programmers have taken not a jot of notice. Fools.
★★

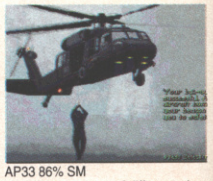
EMPIRE SOCCER
Empire £26

AP40 90% SM
If *Sensi* is the big red Routemaster of football games, then *Empi* is the hardy commuter running along behind, forever off-balance and leaning forwards in a futile attempt to catch hold of the metal pole, never quite managing it but putting up a passenger-pleasing sprinty try all the same. It's nothing at all like 'real' football, instead concentrating on top Robo Hunter story Football Crazy-like special moves such as banana shots which curve through 90° and powerdrives which horribly injure the keeper. The pitch is short and square, you can take out three people with a sliding tackle and it's riddled with small and endearingly silly bugs (throw-ins and corners are more or less randomly allocated regardless of the team at fault), and it is, really and truly, *Speedball 2* in shorts. Certainly one of the top five games of 1994.
★★★★★

F1
Domark £25.99

AP34 90% SM
AP Top 100 No. 16
Rewritten version of *Vroom*. Now includes a split screen two player option. Runs at a full 25 frame update in 'Turbo' mode on an A500 and an astounding 50 frame update on an A1200. *F1* is without a doubt the fastest racer on the market and the best thing of all is that gameplay and handleability are not sacrificed despite the speed. If you're in the market for a seriously good, seriously fast racer, or your other racing games are starting to look a bit tired after years and years of high speed, engine-revving action, buy this little beauty. It's one of those games that quite literally blows away the competition.
★★★★★

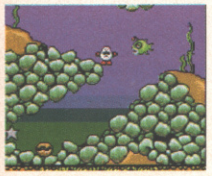
F117A
Microprose £34.99



AP33 86% SM
Not a huge amount of difference here from other Microprose flight sims, most notably *F19*. The F117A is a stealth plane and there are a range

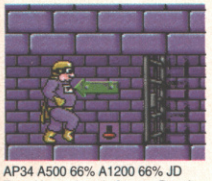
of missions to choose from and you fly about shooting people and buildings and all that. Still it looks lovely, it's fun to play and you feel really good when you complete a mission.
★★★★

FANTASTIC DIZZY
Codemasters £25.99



AP33 80% SC
Dizzy's as eggy as ever in this huge puzzling platformer. Unfortunately there's very little here that's original, and the game seems a trifle thin for the money. Fortunately the atmosphere's good and you'll be kept interested for a long time.
★★★★

FATMAN
Black Legend £25.99

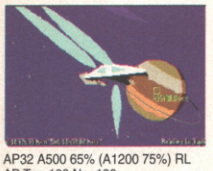


AP34 A500 66% A1200 66% JD
Zany Hungarian platformer. Despite the humour, the game is blighted by the lack of inertia in the eponymous hero. Not very polished in the gameplay front and there's sure to be some tortured souls out there who'll take offense at the tastelessness of poking fun at fat people. We think that it's not quite a load of old tat, but it's definitely close. ★★★

FLY HARDER
Buzz £9.99

AP36 90% CW
CD32 £14.99 72% SC
Great *Thrust* derivative that's included here despite being a budget game because (a) it's so good, and (b) it's an original CD32 game as well. Get it on floppy, though, because it's so ferociously hard that playing it with a keyboard is your only chance of success.
★★★★★

FRONTIER: ELITE 2
Gametek £34.99

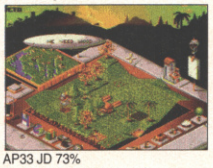


AP32 A500 65% (A1200 75%) RL
AP Top 100 No. 100
Massive space adventure that is very much in the style of its predecessor but lacks the same totally addictive qualities. The graphics don't really cut it and the sound is fairly minimal. It is huge though and you get involved in the twisting story lines. All your actions have consequences and there are various factions such as the Empire and the Federation who have very long memories. Overall it's nowhere near as exciting as it should be. ★★★

FURY OF THE FURRIES
Mindscape £25.99
AP34 77% CW
AP Top 100 No. 65
Probably the dumbest name ever

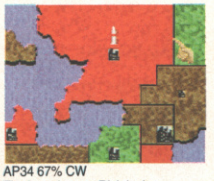
invented for a game. Despite that, the gameplay really makes this platform cum adventure game a winner. Much like *The Lost Vikings*, the skills of the main character decide what can and can't be done. Unlike *Lost Vikings* with their individual skills, the character can switch between skills and use them to traverse various obstacles. Crazy bonkers French game. ★★★★

GENESIA
Mindscape £29.99



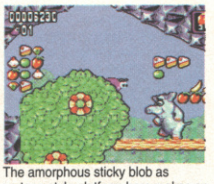
AP33 JD 73%
The god-sim bandwagon is beginning to creak and groan with the weight of all these new look-alikes coming out. *Genesia* looks like *Populous*, plays like *Settlers* and has elements of nearly all the others. A plot twist involves a quest for seven gems that you send your knights out on when you start to get bored with building your city, but apart from that it's highly unoriginal. ★★★

GLOBAL DOMINATION
Impressions £34.99



AP34 67% CW
The board game Risk is the inspiration for this computer strategy game that feels like a board game. Like Risk the aim of the game is to build up armies capable of invading and holding onto other peoples' countries. It diversifies from Risk with the addition of movement limitations and army building restrictions. Despite this, it doesn't quite hold the same appeal as the age old classic and at £34.95 is globally overpriced.
★★★

GLOBDULE
Psygnosis £29.99
AP33 82% DG



The amorphous sticky blob as cartoon style platform hero makes an encouraging return in this huge game. There are loads of levels, it's instantly playable and very addictive. A thoroughly polished performance that lacks all originality. But hey, it's loads of fun. Besides, we like leaping around and sticking to things.
★★★★

GOBLINS 3
Coktel Vision £34.99

AP34 77% JN
Features some of the most appealingly useless characters ever seen in a point and click puzzler. Your role is more of a godlike overseer rather than any particular character, with your main task being to help Blount, the crap reporter research a story. Brilliant presentation peppered with beautiful animation and spot sound effect make this a non-stop comic bonanza which should have you laughing all the way to nowhere in particular, until you reach the bank that is.
★★★

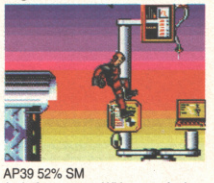
HEIMDALL 2
Core £34.99

AP37 79% SM
A 3D-Isometric RPG which despite the hype and overly high scores in certain other magazines, does nothing to push the bounds of this type of game; a major quest broken down into sub-quests which have to be completed before you can proceed. Some of the puzzles involved are simple, other are convoluted, and others are just downright impossible. It'll take a long time to complete, but doesn't offer enough to justify the exorbitant price of thirty five quid.
★★★★

IMPOSSIBLE MISSION 2025
Microprose £35

AP39 75% SC
Not so much a sequel, more a game suspiciously similar to the round of uninspired platformers that came out about the same time as the first *Impossible Mission*. MicroProse's infinite wisdom has it that the tightly focussed, puzzle-oriented gameplay of the original was a Bad Thing, so *Impossible Mission 2025* sprawls formlessly and concentrates on silly feats of leaping which are made pointlessly more difficult by the inflexible jump mechanism. What puzzles there are are more than slightly dull, and not even the new power-ups (like handy shields and a fab jetpack) enliven the action. Damningly, the most entertaining thing about this game is the C64-perfect original *Impossible Mission* you get with it.
★★★

INCREDIBLE CRASH DUMMIES
Virgin £26



AP39 52% SM
A platform game. With guns. And dummies. That lose limbs. And then regain them. With unbearably predictable consequences. It's not very good. Really.
★★

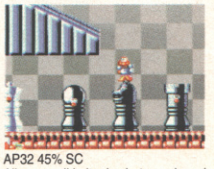
INNOCENT UNTIL CAUGHT
Psygnosis £29.99
AP35 81% CW
Psygnosis make an attempt at usurping *Monkey Island*, both for humour and likeability with their not so heroic hero, Jack T Ladd. Point

and click adventure with some less than standard features, adds to the flavour of this inter-galactic romp. Your hero has only 28 days to cough up the equivalent of a planet's debt or else it's the equivalent of the Inland Revenue's Death Star. Recommendable.
★★★★

INTERNATIONAL SOCCER
Zeppelin £9.99

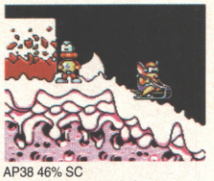
AP38 23% JD
Worth buying if only for the comedy factor. You and a friend will hoot with laughter at the derisory speed of some of your players. Other than that it's crap. ★

JAMES POND 2 ROBOCOD CD32
Millennium £29.99



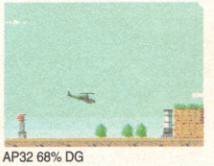
AP32 45% SC
All very well in its day but on a brand spanking new format such as the CD32 this game looks old, tired and boring. No thank you.
★★

JAMES POND 3
Millennium £29.99



AP38 46% SC
Touted as 'the best platformer ever', this sadly fails to deliver. Although it's huge and there are loads of secret rooms, it's very annoying to play. There's even a (dramatic gasp) slippy-slidey ice world. No, no, no.
★★

JET STRIKE
Rasputin Software £26.99



AP32 68% DG
A curiously nostalgic game that is reminiscent of mid '80s 8-bit games played on a Spectrum. You choose from a variety of planes and fly around shooting things, crashing into tall buildings and completing missions. The action is viewed from the side and the graphics are crap.
★★★

JURASSIC PARK A1200
Ocean £27.99
AP33 71% SM
Blockbuster graphics, b-movie gameplay. Rather like the film you roam around the park rescuing small children and fighting off scary dinosaurs. The 3D sections inside the buildings are far and away the

most fun with some genuine surprises lurking round the corners.
★★★

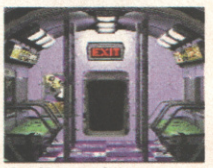
K240
Gremlin £29.99

AP37 83% SM
Utopia got a good rating from AP first time round. *K240* is basically *Utopia 2*. And what an improvement over the original it is. *Sim-City* meets *Populous* set in an asteroid cloud in space. You're job, to mine and explore the asteroids in sector K240. This would all be hunky dory and rather dull, apart from the fact that there are aliens out there set on blowing your plans and asteroids to smithereens. Its a race to mine enough ore to build enough ships to go out there and push the enemies face in. And there's nothing quite like the feeling of destroying the enemy's asteroids, that's for sure.
★★★★

KICK OFF 3
Anco £26

AP40 69% SM
At least they've tried to be different: the absence of Dino Dini has also spelt the end of the pinbally feel to this series. But! it's all a bit of a mess. The game forces you to use a two-button joystick (otherwise you can't pass accurately), the scrolling is genuinely sickeningly jerky, the graphics and 'feel' are hugely shabby (silence when you score, laughably inappropriate animation, no second drive recognition and the muddled front end spring easily to mind) and you just want to be playing *Wembley International Soccer* for the whole time you're squabbling with it.
★★

LABYRINTH OF TIME
Electronic Arts



AP35 CD32 47% CW
Imagine one of the most beautiful slide shows that you've ever seen on an Amiga. Then imagine a less interactive slide show. That just about sums up *Labyrinth*. You've got to save the earth or something equally as paltry and explore a connecting maze at the same time. Nothing can hide the fact that there's no gameplay, no atmosphere, and ultimately, no reason at all whatsoever to play the thing.
★

LAMBORGHINI AMERICAN CHALLENGE
Titus £25
AP34 74% A500 80% A1200 SF
Crazy Cars 3 with a Lamborghini. Race over 15 different circuits dispersed over the whole of the US of A. Earn money by winning races

and gambling on the outcome. Spend the money on upgrading the car with the usual run of the mill improvements like new tyres and gearboxes etc. It's not anything you haven't seen before, but it's still capable of firing you up on all cylinders.
★★★★

LAST ACTION HERO
Psygnosis £20

AP39 3% SC
The world's other other worst film licence.
★

LEGACY OF SORASIL
Gremlin £25.99

AP36 80% SM
Look, it's *Hero Quest 2*, alright? Perfectly fine and fun RPG hack-'em-up as it goes, but why not try *Sabre Team A1200* or *Laser Squad* (still) for something a bit zingier?
★★★

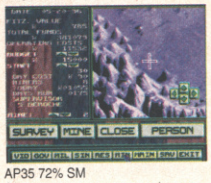
LIBERATION: CAPTIVE 2 CD32
Mindscape £34.99

AP33 91% SF
AP Top 100 No. 33
The first game that really gets around to using the CD32 to its maximum potential. Massive gameplay area, 4000 levels, hours of digitised speech and fairly horrible graphics (sadly). Guide your four androids around the city which is viewed in *Dungeon Master* style and, by picking up and following the clues, liberate the wrongly imprisoned.
★★★★★

LIBERATION A1200
Mindscape £29.99

AP36 89% SM
AP Top 100 No. 33
They said it couldn't be done, but A500/600/1200 owners with 1.3 megs of free RAM can now play Tony Crowther's CD32 blockbuster from humble floppies. Apart from the sound, there's very little discernible difference between the CD32 and A1200 versions, and although the non-AGA machines simplify the graphics somewhat, the massive city with its captivating gameplay (cheers) remains pretty much intact.
★★★★★

MAELSTROM
Empire £34.99



AP35 72% SM
A space opera management game which may well appeal to science fiction fans. Lots of groovy stuff in here to get your teeth into. You are overlord of the most strategic planet in the galaxy. The big bad empire are out to conquer you. You must defend yourself effectively or else it's curtains. Gameplay is somewhat hindered by silly names and lack of an undo feature on the options.
★★★

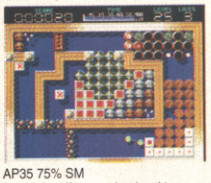
MAGIC BOY
Empire £25.99

AP33 37% SC
We've seen it all before and we've seen it done better. *Magic Boy* is a very similar game to *Rainbow Islands*, only nowhere near as good. It's not all bad, it's got a few interesting bits and loads of secret rooms and all that, but the controls aren't too slick and the graphics are too small. ★

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS
Krisalis £29.99

AP36 62% (A1200 63%) SC
It's *Sensible Soccer*, but for *Kick Off* fans.
★★★

MEGA MOTION
Black Legend £9.99



AP35 75% SM
An original if somewhat hard to categorise puzzle game. 100 levels grouped into four difficulty types provides a nice balance for children and adults. Guide a Newtonian kinetic mimetic 'thing' to an exit. In between there are fiendishly placed obstacles and bombs in your path which have to be negotiated and blown up. The down side is that once a level has been completed, you're not going to go back to it.
★★★

MICROCOSM CD32
Psygnosis £44.99
AP36 44% SC
Hugely disappointing rehash of *Space Harrier* that's neither as pretty as we'd hoped or as interactive as we'd been told. The animated intro's impressive, but 45 quid is about a fiver for every minute's entertainment this'll give you before you get utterly bored.
★

MONOPOLY
Supervision £27.99
AP38 81% SC
A surprisingly fun version of the board game classic, made exciting by the character-filled opponents such as Lord Topper, Bosun Barnacle and Mobile Michael. Gather the family around your computer and force the loser to make cups of tea for £500 Monopoly money.
★★★★

MORTAL KOMBAT
Virgin £29.99

AP33 86% SC
AP Top 100 No. 27
Surprisingly excellent conversion that must make the Amiga version far and away the most playable and enjoying. Thrash, maim and destroy your opponents and move on up to eventually face the thing with four arms and finally the evil overlord, or something. Easy to control, good enough graphics and those exciting spurts of blood all add up to lots of fun, fun, fun, fun.
★★★★★

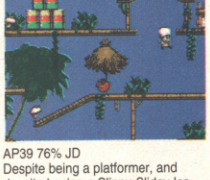
MR NUTZ
Ocean £25.99

AP38 80% SC
Although it's rather sprawling and seems sometimes aimless, this is nonetheless a well programmed and entertaining platformer. Mr Nutz is a squirrel out to save the world, or something like that. This *Mario*-esque adventure will give you hours of fun. If you like that kind of thing.
★★★★

NAUGHTY ONES
Interactivision £25.99

AP36 90% SC
AP Top 100 No. 47
A fabulously loveable single-screen arcade platformer following in the traditions of *Bubble Bobble*, *Parasol Stars* etc. Dozens of stages, formidable difficulty and lovely to play. Just the way we like 'em.
★★★★★

OUT TO LUNCH A1200
Mindscape £25



AP39 76% JD
Despite being a platformer, and despite having a Slippy-Slidey Ice World on the first level, and despite forcing you to go looking for weapons at the start of each screen, an entertainingly playable(ish) and rewardingly difficult(ish) game with Pierre the Chef, the cutest hero ever in the history of all things. Frankly, it's Pierre and the other characters who really make the game (there's nothing here you've not seen before) but they do it with such pânache that you can't help but enjoy yourself. And the bit where the anthropomorphic salmonella absorbs your oh-so-lovable chef whole is truly gruesome.
★★★

PERIHELION
Psygnosis £29.99

AP36 77% CL
Overwhelmingly orange RPG, a bit like a less-accessible version of *Laser Squad*. The graphics are pretty (in an orange kind of way), the onscreen text's a bit difficult to read (because of all the orange, probably), and the gameplay's a bit orange. Er, unoriginal. But it's okay. If you like, etc. ★★★

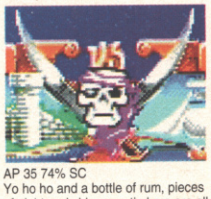
PINBALL FANTASIES A1200
21st Century £29.99

AP32 91% JN
AP Top 100 No. 10
Bigger, better, smoother, faster, wider, wittier, etc, etc. Well, the graphics are even more gorgeous anyway.
★★★★★

PINBALL FANTASIES CD32
21st Century £29.99

AP32 90% SC
AP Top 100 No. 10
Nothing much new here, a couple of extra tunes and more colours. It's still just about the dandiest thing you can get for your new console though.
★★★★★

PIRATES! GOLD CD32
Microprose £29.99



AP 35 74% SC
Yo ho ho and a bottle of rum, pieces of eight and shiver me timbers are all phrases which will slip off your tongue when you play *Pirates! Gold*. It's basically just a re-release of *Pirates!* with tarted up graphics. Despite the basic framework, it manages to hoist your mainbrace and rope you into its rigging. Certain aspects are unnecessarily tedious and the combat system is too simple. Despite that, it's still a jig of a game.
★★★

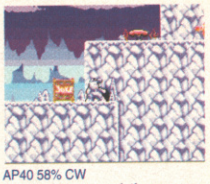
PRIME MOVER
Psygnosis £25.99

AP32 22% SC
Bad music, nasty noises, crap controls and years of boredom and frustration are yours if you buy this piece of motorbiking nonsense from 'ought to know better' Psygnosis – so don't. ★

PUGGSY
Psygnosis £29.99

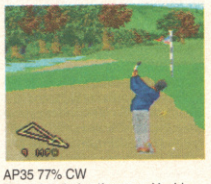
AP36 40% SM
Puggsy? Crapsy, more like. ★

QUIK
Titus £20



AP40 58% CW
Stunningly average platform game affording nothing new whatever and rapidly becoming very annoying indeed.
★★

THE RYDER CUP A1200
Ocean £29.99



AP35 77% CW
The *Ishar 2* of golf games. You'd never guess it from the name, but this covers the annual tournament between the golfers of Europe and the loud-mouthed cap-toothed prima donnas of America; the Ryder cup. The tournament inclusion lets you play with and against your friends in teams. Golf purists and other sensible trouser-wearers would probably be best advised to search out Nick Faldo's computer golf incarnation.
★★★

SABRE TEAM A1200
Krisalis £29.99

AP35 89% CW
AP Top 100 No. 45
A *Laser Squad* variant, but this time using real computer people. *(er, sort of. – Ed)* Not only does it look better than the aforementioned game due to the AGA enhanced graphics, it also plays better. Movement is now much quicker and a whole mission can be played proficiently in about an hour or so. Considering the action, strategy and planning required, this is one game that will be greatly enhanced by the release of extra mission disks. We're holding our breath.
★★★★★

SECOND SAMURAI A1200
Psygnosis £29.99

AP36 89% CW
AP Top 100 No. 19
Different to, but not noticeably better or worse than, the ordinary A500 version. But that doesn't work on A1200s, so if you've got one and you want to play *Second Samurai*, get this version.
★★★★★

SECOND SAMURAI
Psygnosis £29.99

AP32 90% JN
AP Top 100 No. 19
After *First Samurai* comes, er, *Second Samurai*. And a jolly good platform game it is too. Crammed full of super sounds, gripping graphics, perplexing puzzles and enigmatic enemies it will take you an age to complete. There are three worlds, each with four levels and every new level is just that bit more difficult than the last, making for a classically addictive game. *Second Samurai* stands head and shoulders above the majority of boring platformers, it has all the obligatory features such as bonus rooms and bosses but somehow has more even more style than its already stylish predecessor. Hari-kiri has never been so much fun. ★★★★★

SEEK AND DESTROY
Vision Software £19.99

AP32 79% SM
Putting you in command of an Apache helicopter this game is viewed from above and scrolls in every direction. Armed with a chain gun, Fire and Forget Air Rockets, Air-to-air intercept missiles, Air-to-ground missiles, Napalm and with the ability to call up an air strike when you need extra help, you have a variety of missions to complete. It's fast, fun and extremely difficult. It's got good noises and dull graphics.
★★★

SIERRA SOCCER
Sierra £24.99

AP38 62% SM
An interesting copy of *Striker* (allegedly) that is sadly flawed by one or two bugs. The computer frustratingly switches between your players as it tries to decide which is nearest the ball and the whistle may blow in between you hitting a penalty and the ball going into the net. Annoying.
★★★

SIMON THE SORCERER
Adventure Soft £34.99
AP34 69% JD
Point and click adventure with a 'spot the fairy tale' feel about it. Suffers from the usual 'interactive' pitfalls i.e. you spend a lot of time scanning the screen with the pointer to see if anything registers. Peppered throughout with utterly forgettable jokes and suffers from the early text adventure syndrome of 'can't do that' messages. Fans of the Brothers Grimm and CS Lewis may like it. Everyone else should avoid.
★★★

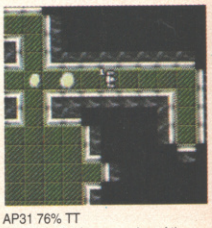
SKIDMARKS
Mindscape £24.99

AP34 78% A500 80% A1200 SM
Fantastic little racing game completely written in Blitz Basic. Race over twelve tracks generated using the painful sounding quadratic-B-splines. The cars have a character all of their own due to the number of frames used to draw them. A1200 owners are catered for with an AGA enhancement disk. Handling is good, and racing against several human opponents takes it to a new dimension.
★★★★

SNAPPERAZZI
Alternative £19.99

AP34 36% SM
Not good enough to be considered run-of-the-mill. This platformer puts you in charge of a demented looking tabloid reporter who has to snap celebrities for a living. The gameplay requires pixel perfect positioning and is further decremented by a nauseating colour cycling background. All in all, one to be missed even at the super soaraway price of £20.
★

SPACE HULK
Electronic Arts £24.99



AP31 76% TT
An atmospheric conversion of the popular Games Workshop board game that pits a load of heavily armed and armoured space marines (you) against a swarming mass of evil 'Genestealer' aliens (the computer) aboard decaying space ships. It's a sort of strategy combat game, where you plan your assault on an overhead map view, and then creep around the corridors in a first-person *Dungeon Master* view. It's derivative of half-a-dozen games, but still fun and playable.
★★★

STABLE MASTERS 2
ESP Software £24.95

AP38 58% SM
A sort of football management sim for horse fanciers, *SM2* gives you the chance to race the horses you've trained, collect the prize money (or not) and bet on yourself. The down side is wading through all the statistics, which is tedious if you're not a big fan of the gee-gees.
★★★

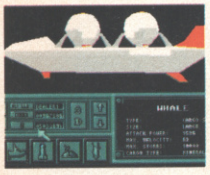
STARDUST
Daze £16.99
AP33 89% SC AP Top 100 No. 23
Superb looking and eminently enjoyable *Asteroids* with a thousand

more levels, features and enhancements. Great music synchs amazingly well to the action and gets you totally involved. Gorgeous graphics pour out of the screen and into your eyes. This beauty will keep you blasting away for hours and hours. So buy it!
★★★★★

STAR TREK A1200
Interplay £34.99

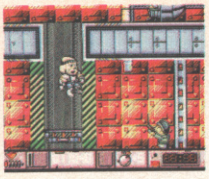
AP34 62% DG
Even the most die-hard of fans will find this 25 year tribute disappointing. It's for A1200's with hard drives only. While this should have made the game nice and complex and able to run like a peach, it all comes down to the fact that the game is a series of mini adventures none of which offer enough to whet your interest beyond being slightly bored.
★★★

SUB
Thalamus £30
AP33 62% JN



A strategy game set in the aftermath of apocalyptic disaster. You control (can you guess?) a Submarine. You have to mine and trade and fight and generally rebuild your own miniature underwater civilisation. Sounds alright but it's all rather tedious unfortunately.
★★★

SUBURBAN COMMANDO
Alternative £24.99
AP33 62% SC
A mish-mash of various game styles with elements of shoot-em-up, beat-em-up and platform games. It's hugely derivative but not as bad as it could be. You'd expect rubbish from a game like this, with such an obviously tacky tie-in. But Stuart was kept busy and amused for quite a while. He even stopped watching re-runs of the cult Australian '70s TV



series Canoe Squad for a while when he was playing this. It stars Hulk Hogan too.
★★★

SUPER METHANE BROTHERS
Apache £25.99

AP39 72% SM
Bit of a tricky one, this. It's *Bubble Bobble*, but with vacuum cleaners that fatally squirt the monsters against walls. But, er, it's not very good. And we can't really put our collective finger on the reason why. Structurally, it's identical to the much-loved dinosaur/soapy envelope original (120 levels, mini-bosses, tricky bonuses, secret rooms) and many of the screen layouts are unsportingly similar, but it's not *there*. Um. Maybe it's the lack of continues (or any kind of restart points) or the fact it's all so numbingly easy. But probably not. It's okay. Ish. Basically. (Or maybe *Bubble Bobble* wasn't actually that wonderful all along.)
★★

T2 – THE ARCADE GAME
Virgin £25.99

AP33 57% SC
Terminator 2 is a predictable shooting gallery fest with all your favourites from the movie. Well actually it's all your favourite bits from the far future bit of the movie. Armies of terminators come storming towards you and you shoot them all. And, er, then armies of terminators sprint across the screen and you shoot them all. And, er, so on...
★★

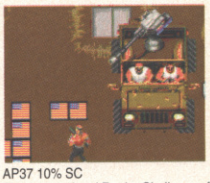
THE SETTLERS
Kompart £34.99

AP32 88% A1200 90% CW
AP Top 100 No. 38
An absorbing economic simulation with cute cartoon characters? Well, yes. Build a castle, a butchers, a bakers, a farm, a windmill and a host of other buildings and watch the tiny inhabitants scurry around building, baking, butchering, farming and a host of other things. Then take over other settlers with your knights and you've won.
★★★★★

TORNADO
Digital Integration £34.99
AP35 78% 82% A1200 CL
Probably as in-depth as flying the real thing. There are well over 100

buttons to press, which when pressed will engage your terrain-hugging Tornado in some sort of aerial manoeuvre. There are several pre-programmed missions to be engaged in, but it's severely hampered by speed of frame update, even on an A1200. Still doesn't stop the level of attention to detail being both impressive and daunting. State-of-the-art pedantry for people to cheap to fly the real thing.
★★★

TOTAL CARNAGE
ICE £29.99

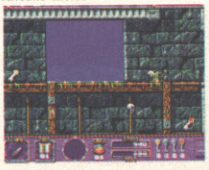


AP37 10% SC
The *International Rugby Challenge* of coin-op conversions. It bears as much resemblance to the coin-op as a Centurion Tank does to Thomas the Tank Engine. It's impossibly difficult to play, collision detection is awful. There are numerous extra lives strewn around in a desperate attempt to keep you playing, but when all's said and done, it comes down to the simple fact that only the name gives you a clue to the origins or aims of the game. We advise you to give it a well earned miss.
★

TORNADO A1200 VERSION
Digital Integration £39.99

AP38 82% JD
There are minimal differences between this and the ordinary version. More colours etc.
★★★★

TRAPS 'N' TREASURES
Krisalis £25.99



AP38 79% SM
Pirate platform antics with plenty to do. The monsters are a bit too hard perhaps, but the puzzles are intriguing and will make this game last you for some time.
★★★

TURRICAN 3
Renegade £25.99

AP31 67% CW
Nah, they're not fooling anyone with this one. It's *Turrican 2* again, only with a funny new rope attachment that allows you to swing from

platforms and leap bottomless ravines. If you liked *Turrican 2*, then the chances are that you'll like this, because it's the same game. If you didn't like *Turrican 2* then you'll hate this for all the same reasons. ★★★

TUBE WARRIORS A1200
Dynabyte, £25.99

AP36 12% SC
This is a quite frankly horrible beat-'em-up that makes about as much use of the A1200 as my granny does when she's going shopping. For vegetables. On a monday. In the market. ★

ULTIMATE BODY BLOWS
Team 17 £30 CD32

AP39 86% SC
Third time lucky (or fourth, we've lost count of how many versions of *Body Blows* Team 17 have done) for everyone's favourite (and scandalously shameless) *SF2* clone. It's got the lot: sensible use of the extra buttons, 21 individual characters (as opposed to the same character 21 times) and a fast mode that's scorchingly nippy. You'll fairly obviously need two joypads though.
★★★★

ULTIMATE PINBALL QUEST
Infogrames £30

AP39 61% JD
No it isn't.
★

URIDIUM 2
Renegade £25.99

AP31 78% SM
AP Top 100 No. 49
Andrew Braybrook's classic game of shooting the hell out of monster spaceships just got that little bit better, and that's about all really. The differences between this new version and the original are miniscule, with a small amount of vertical scrolling, and an all-round slicker feel, and although there's a new sub-game once you're inside the ship, it's fairly tiresome and dull and not really worth the effort. Not so much a sequel as version 1 point 2.
★★★★

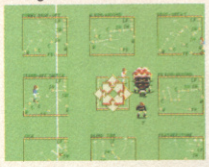
VALHALLA
Vulcan £30
AP39 19% CW
Not, regrettably, the redundantly drawn-out Speccy adventure (which, apparently, only one person ever bothered to finish) but an overhead-

view maze game where you walk around and get killed by unspottable traps. A lot.
★

WEMBLEY INTERNATIONAL SOCCER
Audiogenic £26 CD32/A1200

AP39 85% SM
Footy game of the Let's Not Actually Try Hopelessly Optimistically to Trounce *Sensi* school that's all the better for it. Some splendid ideas (overhead or isometric views, an optional window showing the player to whom you're going to pass, custom playing styles) pep it up no end, but it's all let down by the sticky speed and uncomfortably small pitch. Let's hope there's a version 2, eh? Best played with a CD32 joypad, which you can do on the A1200 version as well.
★★★★

WEMBLEY RUGBY LEAGUE
Audiogenic £19.99



AP38 62% SC
A manly and noble sport makes its debut on the Amiga. Unfortunately this is probably not quite as much fun as *Five Nations Rugby* (AP14, 86%) which uses the same game engine. Something's missing in the translation.
★★★

WILD CUP SOCCER
Millennium £26

AP40 14% CW
How to kill a good idea about football with violence. Step one: Present the game in incredibly acute isometric 3D so it's stupendously difficult to see what's going on and inconceivably hard to make accurate passes. Step two: Implement the football mechanics in a fantastically terrible manner, so that you have to painstakingly beat up and kill all the opposing players, who will just zip in and steal the ball leaving you helpless. Step three: Compensate for this fault by allowing the player to run directly across the screen and score. Step four: Save time by allowing the player to complete the entire game just by holding down the fire button. Step five: Refuse to scrap the game and release it. For £26.
★

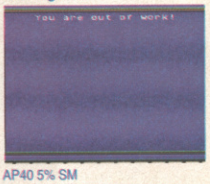
WIZ 'N' LIZ
Psygnosis £29.99
AP31 SC 78%
Deliberately aimed at the, erm, youth end of the market, *Wiz 'N' Liz's* confrontation-free gameplay tends to leave you wondering where exactly the actual gameplay is. With no

baddies, and therefore no-one to kill or be killed by, you play a sorcerer racing to free bunnies, with time being your only enemy. Free the bunnies, collect words to form spells and, well, that's it really, but a competitive two-player option and a fantastically speedy pace make it quite fun and more than a little bit addictive. Somewhat surprisingly.
★★★

WORLD CUP CRICKET MASTERS
ESP £25

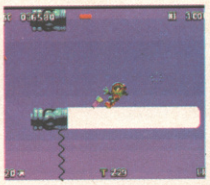
AP39 14% SM
Cricket. Done very badly indeed . Your men are drawn from the Lowry school of figurative work and are consequently almost impossible to see, the animation is appalling, the gameplay is ruined by intrusive point and click menus and it costs far too much money for what it is. If you want to play cricket on your Amiga, do yourself a favour and go out and get *Graham Gooch's World Class Cricket* which is a much more highly polished and playable affair. It's good to see independent companies having a go, but that's the only good thing you can say for this awful game.
★

WORLD OF SOCCER
Challenge £20



AP40 5% SM
It's a football management game. Written in BASIC. By programmers who can't spell. Or write football management games. So surprisingly we don't like it. Very much. At all. You'd be better advised to stick your head in a vat of sulphuric acid than to contemplate buying and playing this 'game'.
★

ZOOL 2
Gremlin £25.99



AP33 86% SM
It's good to know that there are platformers out there that look and feel good to play. The programmers of this beauty have really let their imaginations go and stretched the platform genre to its limits. Beautiful animations, stunning backgrounds and playability by the bucket full. And the puzzles aren't 'alf bad either, mates. All of this and more makes *Zool 2* well worth buying. For once, and contrary to popular opinion as expressed in music, you *can* believe the hype.
★★★★

the

Ah well, it's obviously not a garden, and as it's sitting towards the end of the best-selling Amiga games magazine in the multiverse it's obviously not secret. Sorry about that.

SOFTWARE

● Boxed originals: *BB Galactic, Super Heroes Collection, Astra Pack*, £10 each. *SF2, Hollywood Collection*, £8 each. *Golden Axe, New Zealand Story, Dizzy Prince of the Yolk Folk, Rainbow Islands, Tennis Cup 2*, £4 each.
Mihalis Walsh
071 736 1982

● *Beneath a Steel Sky, Monkey Island 2, Indiana Jones and the Fate of Atlantis*, £15 each. *Nippon Safes, Monkey Island, Cruise for a Corpse*, £10 each or the lot for £60.
Simon Goodway
0533 431900

● 18 games worth £498.85. Will sell for £400 or nearest offer. Also a *Cumana Drive* and *Zipstick* for sale.
Craig Sweetlove
081 801 3069

● *Simon the Sorceror*, £15. *Beneath a Steel Sky*, £20. *Mega-lo-Mania/First Samurai*, £10. Or swap for anything decent.
Joe Lewis
0742 682716

● *Frontier*, boxed as new, £18.50 inc p&p or swap for *Cannon Fodder*. Others available – ask for a list.
Alun Leppitt
0703 321102

● *Syndicate, Mega -lo-Mania, Monkey Island*, £15 each. *Midwinter, Knights of the Sky, Pirates, Future Wars*, £8 each. All boxed with instructions.
Philip Glanville
0905 425770

● *Midwinter*, £5. *Captive*, £4. *Pinball Dreams*, £6.50. *Monkey Island*, £6.50. *Police Quest*, £6.50, plus loads more, all originals, from £3- £10 and boxed.
Dawn Thompson
0493 653195

● *Another World, Cruise for a Corpse, Silent Service 2, Nick Faldo's Golf, Walker, Alien 3*, £12 each. *Civilisation*, £15.
Paul Burdess
091 5170512

● *Striker, Nick Faldo's Golf, Pinball Dreams*, £6.50 each or £17 the lot.
Carl Wakelan
0352 771795

● *Dune 2*, £12. *Graham Gooch Cricket, Unreal, Midwinter, Wrath of the Demon*, £5 each.
Martin Baker
0424 752702

● *Pinball Fantasies, Populous 2, Lotus Trilogy, Chuck Rock, Robocop 3, Premiere, Premier Manager.*
David Norton
0440 708312

● *Burning Rubber, Alien Breed 2, Body Blows, Space Hulk, Desert Strike, Flashback, Cannon Fodder, Globdule, Lionheart, Gunship 2000*, £10 each.
David Benham
0278 723458

● *Cannon Fodder, JWWS, Putty, Pinball Fantasies, Jaguar XJ220* and *Chaos Engine*, all £8.
David Bertram
0642 701257

● *History Line*, £12. *Chaos Engine*, £9. *E-Motion*, £6. *RVF Honda*, £5. *Dungeon Quest*, £5. All boxed originals.
Derek Noble
0274 665009

● *Cannon Fodder*, £17. *Robocop 3*, £10. *Lure of the Temptress*, £10. *Harlequin*, £7. All boxed originals with instructions.
Michael Chenery
0603 504493

● *Nigel Mansell A1200, F-19 Stealth Fighter, Trolls, Zool*, £6, plus many others at under £10. Originals with instructions, some boxed.
Sexylexy Renshaw
0742 795140

● AP issues 1, 2, 9 & 21, complete with coverdisks, £5 each or £17 the lot.
Darren Wright
071 635 0583 after 6.30 pm.

● *Microprose Formula 1 GP*, £10. *Syndicate, Striker, Pinball Dreams, Pinball Fantasies, Zool, Thunderhawk*, £8 each. *Kick Off 2, Final Whistle* and *Return to Europe Data Disks*, £10 for all three.
Julian Boreham
0742 454586

● Master System Games: *The Ninja*, £6.50. *Zillion*, £7. *Global Defense*, £10. *G-Loc*, £10. *E-Swat*, £10.
Adam Dainow
0384 370062

● Ten-plus Amiga originals, boxed with instructions with mags and disks, worth £1200. Sell for £400, may split. Also, floppy drive for £25, TV/Monitor with leads for £80.
David Chapman
0224 310094

HARDWARE

● SNES, PAL with two controllers and nine games, all over 90%, for £250.
David Graves
0748 832384

● 1Mb A600 in excellent condition. Boxed as new with all manuals, mouse, joystick, six games, mouse mat and dust cover only £250 ono. Must be able to collect from Warrington.
David Smith
0925 810528

● A500 with 1Mb upgrade, joystick and games including *Goal* and *Body Blows*. Also AP issues 1-36. £100 ono.
Keith Ryan
0793 612515

● Original BBC with 1000+ games including several classics (*Defender, Asteroids* etc), £200.
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● 1Mb Amiga 500, original box, 20+ games, original boxes, £150 ono.
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● Amiga A1200, second drive, colour monitor, daisy wheel printer, NLQ 500 cpm, loads of games, over 200+ disks, £550.
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● A500+, joystick, mouse, all leads and cables, lots of games and 100s of computer magazines. All for only £200 ono.
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0702 420594

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Iain Holborough
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061 494 5676

● A500, three joysticks, mouse, TV modulator, 1Mb upgrade, over 35 games and loads of demos.
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● Mega Drive 2 with eight games including *Aladdin* and *FIFA Soccer*. As new, £165.
Ben Graves
0603 810407

● A600, perfect condition, 38 games, most full price, joysticks etc, worth over £1000, will sell for £450 ono.
James Barnden
0984 40707

● CD32, joypad, joystick, 12 games including *Liberation, Gunship 2000, Chaos Engine*, as new, £265. Buyer collects.
Paul Suart
0533 386822

● A600, 2Mb, Hi-res monitor, printer, genlock, videomaster, £500 of software, two joysticks, boxed as new, £550 ono.
Jason Phillips
0222 227461

● A600, boxed, six months old, excellent condition, second drive, two mice and joysticks, £260 ono.
Mark Percy
091 258 3996

WANTED

● *Space Quest, Monkey Island, Kings Quest* series, *Street Fighter 2*. Pay £10 for each.
Chris Mazillius
0442 65882

● *Exile*. Will pay up to £15 for boxed original in VGC.
Alex Stallman
061 795 1106

● *Shadowgate* (very old adventure/RPG game) only interested in a boxed original with instructions. Willing to pay £5.
Lee Blackman
0602 509668

SWAPS

● I will swap my Mega Drive with two games, loads of mags and posters, for your Amiga.
Craig Chadwick
0706 814713

● *Historyline 1914-18*, also *Trolls* (1200). Most things considered, especially *Settlers* or *Cannon Fodder*. Must be 1200 compatible. No copies.
Dave Harris
0400 261633

● *Monkey Island 2, Indy Fate of Atlantis* for *Cannon Fodder*.
Neil Smith
0935 33121

● *Frontier: Elite 2, Putty, Birds of Prey* and *Nigel Mansell* AGA. Wanted: *Indy 2 Fate of Atlantis* (adventure). *Star Trek 25th Anniversary, Micro Machines, Knights of the Sky, Cannon Fodder*. Call after 7pm. No pirates.
Mark Lucock
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● My Super NES with five good games plus Amiga 500 with games for an A1200.
Jake Sutton
0702 523482

● *Pinball Fantasies* or *Zool* for *Beneath a Steel Sky*.
David Penny
0229 584641

● CD32 games. *My Liberation, Project-X, Overkill, D/Generation, Global Effect, Whales Voyage* for *Chuck Rock 2, Pirates Gold, Bubba 'n' Stix* or *Seek and Destroy*.
Paul Japp
081 940 1935

● *War in the Gulf* and *Syndicate* for platforms, adventures and beat-'em-ups.
Chris Mazillius
0442 65882

● My Mega Drive and Mega CD with eight games for your Amiga. Complete with software.
Alan O'Callaghan
0282 415385

● Two for one: my *Historyline, Airbus A320, Pinball Fantasies, Operation Stealth* or *Legend* for your *Ragnarok*.
Allan Brown
071 793 1185

● My *Darkseed, Desert Strike, Curse of Enchantia* and *Bonanza Bros* with *Indy F* of A for any of the *Police Quests, Elite 2, Steel Sky, Football Tactician* and *1869*.

secret garden

Chris Stapleton
051 423 3082
● *Street Fighter 2, Jurassic Park, Walker, Reach for the Sky, Campaign, Zool* for *Syndicate, Stardust, Brutal Sports Football.* No pirates.
Tony Franklin
0986 895054
● My *Monkey Island, Indy Jones Last Crusade* and *ST Dragon* for *Five Nations Rugby* or *Mortal.*
Damian McLellan
0374 966951
● Mega Drive plus games for A1200. No games needed, must be boxed etc and in good condition.
Kevin Lampart
0920 877341
● Mega Drive and Mega CD under guarantee, nine games, three joysticks, 50 magazines. Swap for A1200 with game mouse or joystick or sell for £230 ono.
Chris Jones
0243 376954
● My *Pinball Fantasies* or *Nick Faldo's Golf* for *Mega-lo-Mania* or *Campaign.* Boxed originals only.
Martin Bond
0474 568297
● *Desert Strike, Another World, Cannon Fodder, Sensi Soccer, Sabre Team, Frontier, KOTS, JW Snooker* and *Liberation* for *Indy Jones & Atlantis.*
Rupert Patterson
0272 502329
● *Knights of the Sky, Heimdall, Harlequin, Striker, John Madden's, Space Crusade, Epic, Sensible Soccer* plus others for *Monkey Island 1* or *2, It Came From the Desert, Lure of the Temptress, Lord of the Rings.*
Richard Thompson
0224 732468 after 6pm
● *My Body Blows* for *Flashback* or *Super Frog.*
Peter Stewart
0772 634897
● My CD32 *Liberation, Overkill, D/Generation, Whales Voyage* for *Pirates Gold, Nigel Mansell, Seek and Destroy* or *Robocod.* CD32 only.
Paul Japp
081 940 1935
● *Desert Strike* and *Chaos Engine* for *Micro Machines* and *Premier Manager 2.*
David Bertram
0642 701257
● My *Zool 2, Alfred Chicken, Legend of Kyrandia* or *Midwinter 2* for *Micro Machines, World Class Rugby, Soccer Kid* or *Chaos Engine.*
Jared Holdcroft
0325 284763

PEN-PALS

● Cyberpunk into games etc wants to speak to other Cyberpunks. A1200 onwer. Serious replies only.
Gavin Wright
140 Taplow
Thurlow Street
London SE17 2UT
● 21 year old A600 owner, looking for male or female penpals any age. Reply guaranteed.
Mark Davies
81 Bryn Dolwen
Tire+Momas
Nr Newport
Gwent NP1 8GH
● I'm Amiga mad. Would like contacts from all over the world. 100% reply guaranteed.
Christopher Brechin
12 Grange Close
Peterlee
Co Durham SR8 5JT
● I'm the owner of an A500+ and would like a few pen pals aged 12-14 who like music and playing games.
Darko Tomic
PO Box 6648
Limassol
Cyprus
● M/F penpal wanted to swap games, tips, cheats. 100% reply to all who write.
Andy Overton
40 St Mary's View
Munsbrough
Rotheram 561 4NH
● Female personage seeks maddish to extremely mad penfriend aged 15+ (male/female/alien).
Diana Price
Willowdale
Fordlane
Trottiscliffe
West Malling
Kent ME19 5DP
● Do you sweat on relatively cool days? If not, and you're an Amiga-owning female who's mad and psychotic then write to us. Only 16+ need apply.
The Guys, R, E, G Cook
11 Findale Street
Fintry
Dundee
Scotland DD4 9LE
● Dear friend, I have got a Spectrum 128k, please be my friend. My favourite game is Melons 2. PS, I like Abba.
Stuart Roper
Sheridon House
Beach Road
Cadleigh
Devon
● I'm looking for a pen pal, gamesplayer, preferably female, who likes games and reading and is about my age – 16 years old.
Simon Bell
457 Rotheram Road
Barnsley
Athersley South
South Yorkshire S71 1UX
● I am 14 years old. I will write to all female/male young or old. 110% reply and fast. Write to me now.
Joanne White
16 Oakdene Road
Ramsgate
Kent CT12 6DR
● Pen pals wanted from anywhere, 12-16. I'll reply to everyone. So get writing.
Dean Talbot
37 Hilldrop Road
Tufnell Park
London N7 OJE
● 12-year-old seeks anyone around my age. I like RPGs, WWF wrestling and astronomy and own an A500+. Male or female, just start scribbling.
Charley Hellier
15 Holmbrook
Tyldesley
Manchester M29 8XJ
● 18-year-old Amiga freak and Pet Shop Boys fan seeks his international alter egos.
Themis Broutzos
73 Paramthias Str – 131-23
Nea Liossia Athens
Greece
● I own an Amiga. I would like a contact in Europe.
Stephen Vaughan
195 Ermin St
Stratton St Margaret
Swindon
Wilts SN3 4NA
● Male or female aged 12-14 to talk about Amiga games and swap tips etc. 101% reply. I'm interested in watching videos. I'm male, into Science Fiction, cooking and eating.
Lindsay Glen
4 Angelgate
Harwich
Essex CO12 3EJ
● Need a penpal, male, 13-14. I have an A600, plenty of decent games, am into computers, sport, games and Heavy Metal. 100% reply.
Michael Bennet
7 Copeland Avenue
Comber
Co Down
N Ireland BT23 5HX
● I would like pen-pals in the 11-13 year old category who are into games and stuff. And Heavy Metal.
Peter David Kay
18 Tripwell Brough
Whalsay
Shetland ZE2 9AP
● I am 15 years old and I own an A500. I like Nirvana, Pearl Jam and Football. Write, whoever you are.
Chris Seddon
10 Garfield Close
Littleover
Derby DE23 7TF
● I am a 15 year old Amiga owner (male) looking for penpals of approximately the same age (give or take a few years). My interests include cycling and computers. No train spotters please.
Lee Sligo
1 Coquetdale Close
Pegswood, Morpeth
Northumberland NE61 67G
● Hi. I'm a14 year old A600 owner. I like Rugby, Golf and Heavy Metal. Looking for male/female penpal.
Martin Murray
73 Sulven Way
Kinmylies
Inverness
Scotland IV3 6RE
● Amiga contacts wanted, 18+, to talk life, the universe and of course, Amiga.
Glen Canning
35 Allison Road
Brislington
Bristol BS4 4PW
● Male or female age 13-15. Owns an A500. French M/F. Get writing quickly if you enjoy playing on Amiga computers.
Rebecca Caldwell
50 Chelmsford Drive
Hawkley Hall, Wigan
England WN3 5JY
● Male/female pen pal wanted. Age 13/14. I enjoy playing action games and have an A500+. 100% reply.
Gavin McNeill
5 Allan Street
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September 1994

"THE SCHOOLBOY SPOILSPORT!"

(CONTINUED FROM PAGE 11.)

Chapter 7. THE GRAND MATCH!

"PASS!"

"Pass, you dunderhead!"

Tom Wagstaff grinned, ignoring Bob Erskine's frantic advice. Bob was famous among the chums of Grimforest School for offering unsolicited advice, and Tom knew that it would be folly to pass at that moment, for the shot would be easily intercepted by Hilldale's Ernie Cubshaw and manoeuvred up the field to a positional advantage that could prove disastrous for the Grimforest Upper Fourth – especially now they were playing with ten men following Frank Yollop's inadvertently heavy tackle of Harry Salmon which had put the plucky Lancashire scholarship lad out of the match. Instead, Tom coolly turned aside from Crubshaw's charge and dribbled the ball to a clear position. His healthy, clear eyes shone with excitement – he saw his chance and he took it!

CRASH!

Billy Wainwright, the Hilldale goalkeeper, goggled. Somehow the ball had passed his outstretched fingertips to land in the back of the net! It was utterly impossible – and yet it had happened!

"Oh, well played, Grimforest!" shouted Mr Jampling, the Shell master, quite forgetting his dignity and throwing his mortar board in the air to the delight of the boys watching the match in tense anticipation. A goal lead! With only seven minutes left to play! Surely Grimforest couldn't fail to win the School Cup.

"Look lively, chaps," murmured Tom as his teammates trotted back to their half. "The Hilldale lot will be playing their hardest to make up the goal. We've got to be on our toes."

"Oh, come now," sneered Daedalus-Thorpe, the slacker of the Fourth who had been given a chance in the Eleven by Tom but was not at all grateful and had failed to play up for the side. "We can take it easy. We've got these Grammar School cads licked."

Tom's lip curled. "The Grammarians are good lads to a man, Daedalus-Thorpe, and don't you forget it."

Daedalus-Thorpe bowed slightly. "As you say, Wagstaff," he smiled mockingly.

"Don't take any notice of him, Tom," said Terry Dabner, Tom's study-mate, taking his friend aside as Tom's fists clenched.

"Thanks, Terry," confided Tom as they ran to their positions. "I felt sure I was going to dot him one."

"Just ignore him," said Terry. "He's deliberately trying to provoke you."

"Righto!" answered Tom, his face breaking out once again in a cheery grin. But in a moment his face clouded. "I just hope 'The Schoolboy Spoilsport' doesn't make an appearance. You recall that he promised, in that note we found pushed under the study door yesterday after tea, to ruin the match for Grimforest." His face broke out again in a cheery grin. "But this is no time to worry about mysterious notes – we've got a match to win!"

Then the whistle blew, and the most exciting seven minutes ever to be seen in a footer match at Grimforest began!

Time after time Hilldale swooped on Grimforest's goal. But Fatty Renshaw was not to be beaten. Wherever the skilful forwards placed the ball, a fat fist was there to bash it away.

"One minute!" shouted Xavier of the Sixth, in his capacity as referee. Excitement rippled through the masses of lower school boys watching the match – Cubshaw had broken through the midfield! His long legs carried him ever closer to the goal as Tom sprinted to intercept. Cubshaw jinked past Tolly Kippers and left Oliver Binns sprawling in the mud. Only Fatty to beat!

And Fatty was beaten!

With a tremendous kick, Cubshaw sent the ball sailing towards the goal. It was a beautiful shot, and caught Fatty completely off his line. There was only one chance – old Captain Paggers's spectacular diving header that he had taught Tom during that summer holiday when the Battling Three had uncovered that gang of war profiteers, and with which Tom had saved the match against Stonetower.

Tom hurled himself down in the special coil!

He sprang forwards!

A rifle shot rang out! Tom's football jersey was sucked in at the chest as his back exploded in a ghastly shower of blood and bone! The agile footer captain was hurled backwards by the force of the impact – and the ball thumped into the back of the net!

Hilldale had equalised!

The match would have to be replayed!

And Tom Wagstaff, Grimforest's best player by far, was dead at the hands of 'The Schoolboy Spoilsport' and his peculiarly high-powered assassin's rifle!

What would Dr Randall, Grimforest's stern but kindly Headmaster, have to say?

Chapter 8. THE CHUMS THINK IT OVER!

Herbert Farnsworth, the genius of the Shell, paused in his studies. There were voices outside his study door. Conspiratorial voices! His hand moved to the fives bat he kept by his desk. It wouldn't be the first time Barnes & Co had tried to rag him for being a swot!

Farnsworth moved quietly behind the door, where he would be in a strategically powerful position and able to rain blows down on the intruders' lumber regions. He listened carefully. The voices didn't appear to belong to Gerald Barnes or his cronies Castle and Poames. They were older, he realised. The voices of rough, dangerous men such as one would find in the tap room of the iniquitous Three Ravens public house at Marsham! Cautiously, he crouched down and put his ear to the keyhole. The men carried on

(Continued on page 77.)

Following second lesson after dinner, Mr Lagg took the third formers to town in order to jibe the nouveaux-riche. ***(See Chapter 4.)***

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- DIGITA Print Manager for WordWorth ..... WORTH £39.99

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*Some software requires additional RAM in the A1200

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AMIGA 1200 SPECIFICATIONS
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- 32-bit Architecture/2Mb Chip RAM
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- AA Chip Set/16.8 Million Colours
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- PCMCIA Smart Card Slot
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- 2½" Internal IDE Hard Drive Options
- 1 Year On-site Warranty

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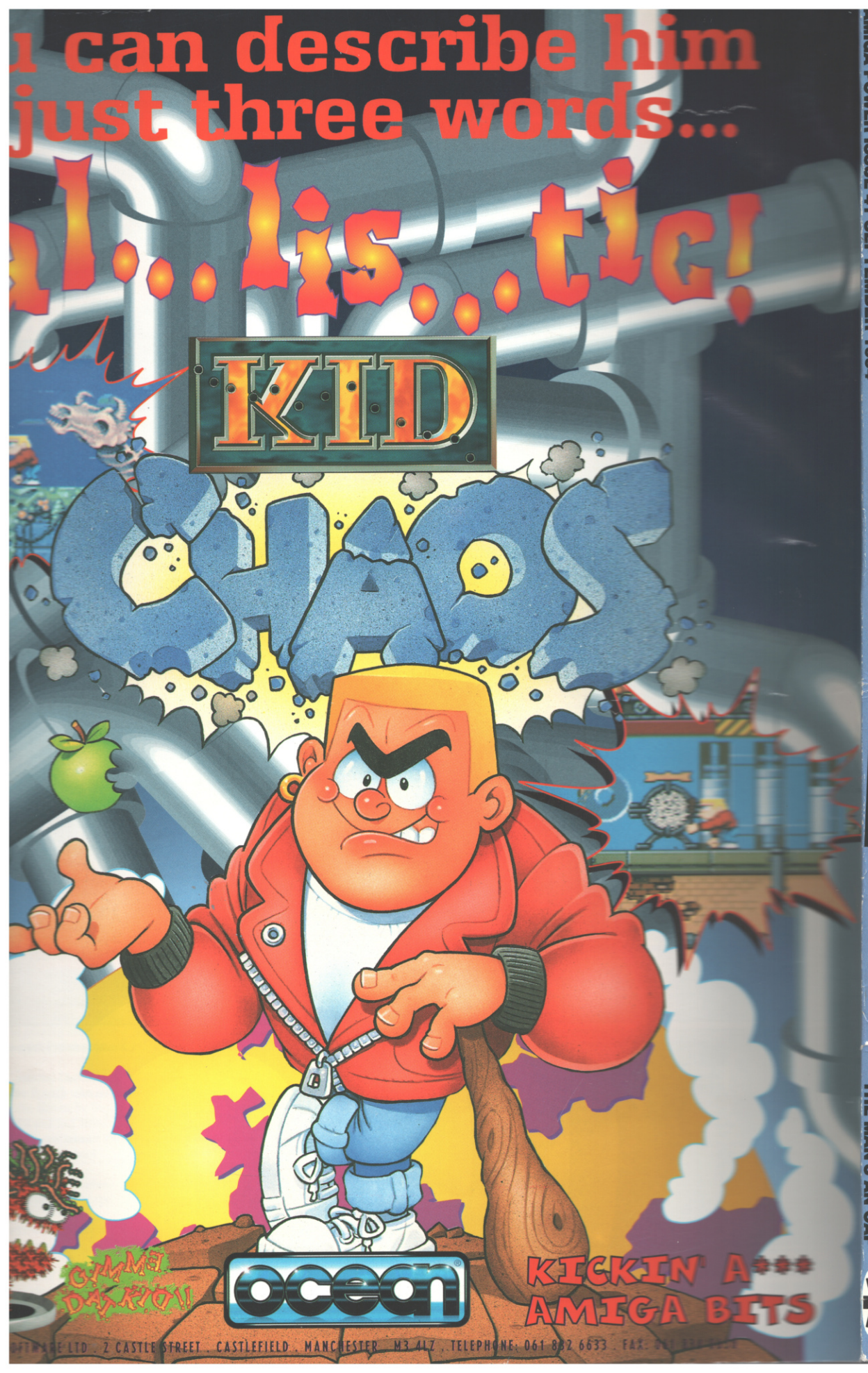

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